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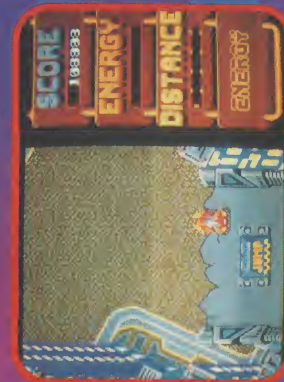
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Screen shots from various formats



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# CRASH

## ZX SPECTRUM



# CONTENTS

I told you it was going to be an action-packed issue. I hope you have as much fun reading it as we've had putting it together. So what more is there to say?

A Very Merry Christmas to you all!!

Dominic Handy

## FREE SNEAK PREVIEW TAPE

Happy Christmas! Sorry we couldn't afford any wrapping paper but I'm sure you'll enjoy this month's smokin' tape with two complete, playable sections of *CRASH Smash Thunder Blade* and a looped stage of the rubber-burning *LED Storm*. All the details on page 148 and no playing it before Christmas...



ISSUE 60  
NEW YEAR SPECIAL  
ON SALE  
DECEMBER 15

## NICK PRESENTS FILMS

Slaying firebreathing Editors and breaking open dungeons is all in a day's work for Graham Callum. The most wise of RPG adventurers gives *CRASH* readers a beginner's guide to *Dungeons And Dragons*, the hobby now inspiring dozens of computer games.

Tour begins page 143

Nick Roberts's reveals all! Pleading for more time to finish

Tips Nick is forced into exposing his intimate secrets to the public. Why is Nick so cool? How can we intimate him? Nick Roberts's *Crucial Guide* Exclusively in your smokin' *CRASH*. Exposé on page 206

Mel Croucher is Father Christmas shock! *CRASH* gets behind the jolly facade and has the famous old codger talk about the baffling and utterly useless

techno toys he delivers year after year. Peek inside Santa's sack early this year with *CRASH*. Santa spills beans 198

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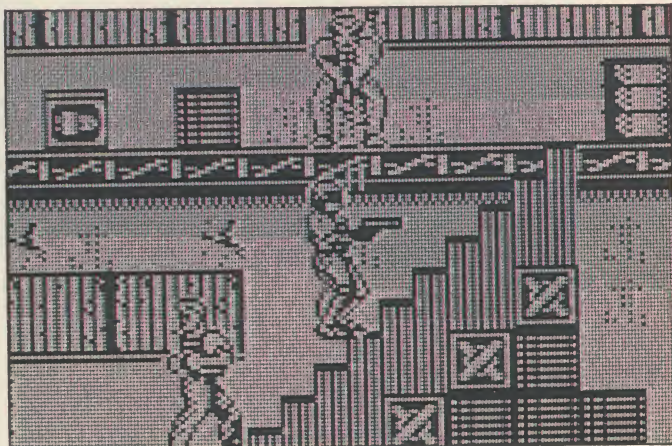
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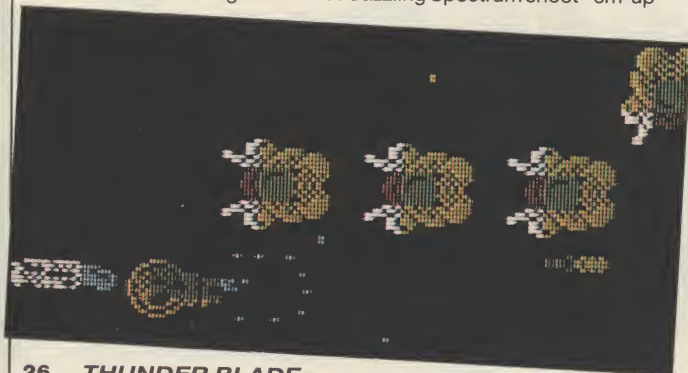


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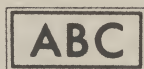
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HAPPY CHRISTMAS TO ALL CRASH READERS



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# afterburner

## ● Sega scorcher sears Spectrum

One of the hottest coin-ops of all time has arrived. You begin your mission being catapulted off the deck of a beautifully-drawn aircraft carrier. Once airborne you come under attack from wave after wave of enemy jets, half armed

with machine guns, the other half relying on missiles. To evade them the F-14 can bank left/right and even perform a 360° roll (with practice). It's also equipped with those essential afterburners for extra thrust – turn them on/off with space bar.

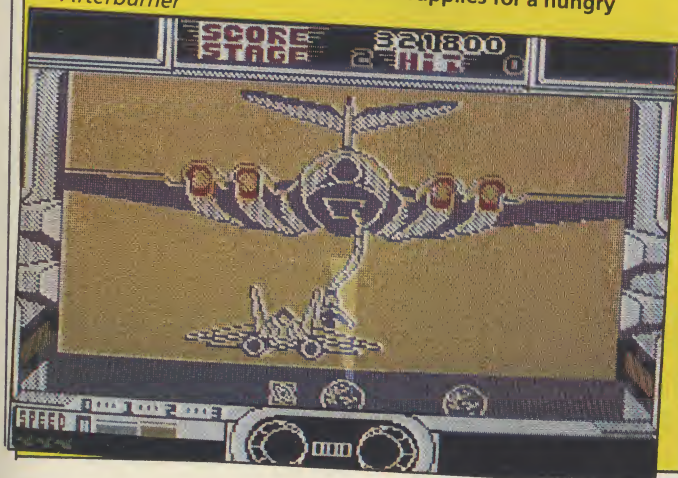
### TOO HOT TO HANDLE?

- Conserve your missiles for the really tough sections.
- Don't stay still – keep moving left and right to avoid enemy planes.
- Slow down to fly through the tricky canyon section.
- If a missile is on your tail, get out of its path and slow down to let it pass.

The one game above almost all others I thought impossible to successfully convert has arrived – and totally amazed me. The speed is fantastic. Each level of the game is a different colour monochrome with small but well-defined jets flying by and brilliant graphics at the beginning and end of each level. The Spectrum version doesn't seem to have lost any of the speed, but the graphics on the ground have been reduced from the brightly coloured houses and structures of the arcade machine to just bushes – but this doesn't effect the game too drastically, the playability is still there. The multiloop is a bit annoying but nothing can be done about that and +3 owners will hardly notice it. *Afterburner* is a great game, you'll be a fool to miss it.

NICK 91%

▼ Not another BP advert! – vital fuel supplies for a hungry *Afterburner*



To reply in kind the F-14 is armed with a unlimited cannon fire and a couple of dozen extremely useful heat-seeking missiles. Extra missiles are provided by the automatic refuelling stages – either landing on a runway or mid-air refuelling. Including these stages there are 23 levels (multilooped three at a time). Apparently everything in the arcade game has been replicated (apart from the

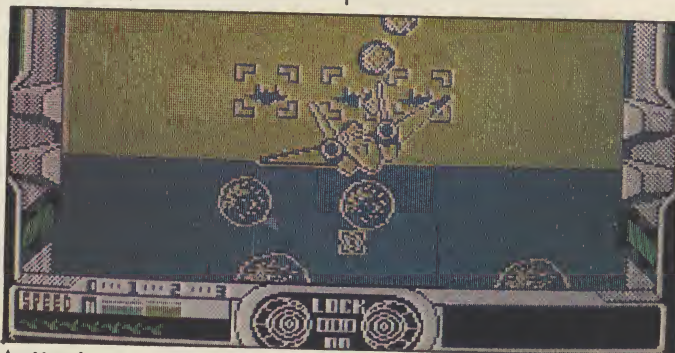
**MARK** With its breathtaking speed, amazing graphics and pounding soundtrack, the arcade game was brilliant. But what about the Spectrum version? Well, it's certainly fast. The main sprite is simply excellent. Some of the backgrounds are just as nicely detailed, with tanks and so on, but for the most part they're rather empty. Sound is well implemented with a choice of a rousing tune or FX. Yet despite the speed of the graphics, and the urge to see the next stage, it's really only a 'dodge-left/right-and-fire' game. Lacking the speed and definition of the arcade original the underlying simplicity of the gameplay is sadly revealed. Nevertheless fans of the original will, like me, still love it.

83%

hydraulic seat!).

Despite the conversion's exhilarating speed *Afterburner* remains of dubious lasting value. The gameplay is just too repetitive, constantly dodging around the screen firing and trying to avoid occasionally indistinct missiles. But even so, to begin with *Afterburner* really does set your pulse racing.

PHIL 85%



▲ Head-to-head combat with deadly MiGs

## THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair

Graphics: stunningly fast 3-D, although ground features aren't very detailed

Sound: catchy 128K title tune and ingame music which can be replaced by some hot sound effects

Options: definable keys. Choose between ingame music or sound effects

General rating: a great conversion of a very popular coin-op, which perhaps loses out in the long run due to its repetitiveness

▼ Gruman F-14 about to be steam catapulted into high-speed arcade action



Presentation	83%
Graphics	84%
Sound	85%
Playability	86%
Addictive qualities	83%

**OVERALL 86%**



Producer Grandslam  
Costa Pac-ket £8.95 cass  
Authors Shaun Hollingworth,  
Peter Harrap, James  
Tripp, James Wilson

# PAC-MANIA

## ● Pac-Man gains an extra dimension

**T**he ultimate consumer is back! And just as greedy as ever. Levels are completed in the age-old tradition of gobbling down all the dots and pills available. Naturally the more conservation-minded ghosts – Blinky, Pinky, Inky and Clyde – are still haunting the mazes trying to catch the hero. On later levels they're joined by

two new recruits: Sue and Jumpy.

At the start, the player can choose to start on Round One, Block Town; Round Two, Pac-Man's Park or Round Four, Sandbox Lane. These are all different maze layouts with their own unique graphics. Round Five, like Three, is a different coloured 'bonus' version of the

previous maze. Round Six is the wonderful Jungly Steps, after which all the remaining 16 are recoloured versions of the four basic mazes – just like in the arcade original. Due to their increasing difficulty, a lot more bonus points are awarded according to the round you're on.

Helping you on your way to a huge points total are the familiar power pills, turning the ghostly hunters into prey for a (very) short time. Also of use is Pac-Man's newly-found ability to jump over his old foes – but not his new ones, so look out for Sue and Jumpy when they arrive. While wondering whether it's Clyde or Jumpy on your tail you might also cast your eyes over the bottom of the screen. At various times an object icon will appear here. If you then rush to the centre of the playing area Pac-Man will be able to grab it. Look out for cherries, apples, sweets, mugs of coffee, and bananas, all with varying bonus point values. Even more useful are special green and red power pills: green gives turbo speed, while red makes ghosts edible for big bonus points.

This is the biz! The ghosts and backgrounds are monochrome,

but nicely drawn and very cute. Pac-Man himself is yellow, clashing a touch with the backgrounds, but that's only a slight flaw. As for sound, 128K owners are treated to some acceptable tunes, whilst 48K owners have good chomping effects. Nevertheless underneath all the special FX it's just another *Pac-Man* game, albeit a very good one.

**MARK 77%**

**PHIL** Oh, me of little faith; I thought that there was no way this great Namco coin-op could be adequately converted. But in fact some wonderful programming has proved me wrong. The scrolling's pretty darn smooth, the sprites are well-defined and not too slow either. Furthermore, the programmers haven't stuck strictly to monochrome and have managed to have a yellow Pac-Man chomping through a different coloured maze. Even more amazing are the absolutely brilliant in-game 128K tunes – some of the catchiest I've heard on the Spectrum. Of course, technical excellence can't solely make a great game, but *Pac-Mania* is such a great coin-op and all of its intricacies are here. This is one of the most playable games I've seen – even if it is only a souped-up version of *Pac-Man*. Highly addictive, a pleasure to watch and listen to – what more do you want?? (A free coin-op from Grandslam, Phil? – Ed.)

**90%**

### POPPING PILLS

- Don't forget you can turn in mid-jump, this comes in very handy for dodging ghosts.
- Wait around near power pills till you get a gaggle of ghosts (that's what they're called isn't it?). Now eat the pill and gobble them all up.
- Clear the central area of the maze first. When the ghosts start chasing you, make for the outside and the nearest power pill.
- You can identify the jumping ghosts by their frowning faces. Hey, look who it is, it's my old mate the over-inflated banana, perhaps better known as Pac-Man. This time he's in glorious 3-D and full of bouncy jumps. Graphics are good and the sound is really cheerful – helping simulate exactly the same fun as in the arcade. *Pac-Mania* is an excellent conversion of the arcade machine... but still just a *Pac-Man* game. Great presentation admittedly, but I don't know if it's original enough to keep you playing for all that long.

▼ Get that power pill before Inky munches you

**NICK 79%**



### THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** well-drawn sprites in fairly smooth-scrolling isometric mazes

**Sound:** superb, catchy in-game *Pac-Music*

**Options:** music on/off. Choice between three starting levels

**General rating:** a very competent conversion of the coin-op. Not very original but very playable all the same

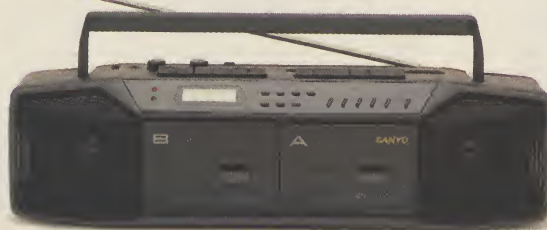
Presentation	81%
Graphics	81%
Sound	84%
Playability	79%
Addictive qualities	82%

**OVERALL 82%**





THE PROTOTYPE HAD JUST ONE FEATURE TOO MANY.



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# WORLD

You begin this game on the "stairway to heaven" through an Egyptian scenario. Having survived the bloodsucking monsters of the first phase, you then progress on to the actual Road itself. This is where the fun really begins. You will meet vampires, two and three headed monsters — the head will fly at you on its own, just when you think you are gaining the upper hand. The road winds on and on, through tombs containing the bones of former

seekers after fame and very much alive eldritch horrors. Trapdoors and elevators transport you — sometimes to your surprise — inside ancient buildings and under lakes and oceans. Collect icons to build up the firepower necessary to fight off your aggressors. Action and excitement all the way with this macabre and unusual game; which has that elusive extra something to keep you coming back for more.



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# ROAD

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## CRACK SHOT DARE DEVIL DIVE

● Get ready for some eccentric exertions

Producer Gremlin Graphics  
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Author Chris Kerry, with music  
by Ben Daglish

After the thrills and spills of the Olympics, *Supersports* offers the chance to participate in some stranger events – well perhaps not as strange as synchronised swimming! Up to four players can compete in the five quirky events (multiloaded), while the 'zany' commentator, Gilbert, makes some often quite insulting comments in his speech bubble.

First off is the Crack Shot shooting range, where in a decidedly seedy street, targets pop up from behind walls or slide horizontally along the ground, while tin cans and plates fly through the air. Armed with a powerful rifle, you aim to score as many points before the one and a half-minute time limit expires. However, shooting alley cats loses you points.

After the relaxing first event, it's time to get really daring as you attempt the death-defying Dare Devil Dive. After climbing up the tower to the desired height – anything from 40ft to a vertigo-inducing 400ft (almost as high as CRASH Towers!), the intrepid diver descends at an alarming rate, performing a

variety of clever moves. But here's the catch, this isn't exactly an Olympic-size diving pool he's heading for – it's a tiny tub! So the slightest inaccuracy results in a splitting headache!

Third event is the Slate Smash, in which the multi-talented competitor smashes the tiles held up by two blubber-bellied Sumo wrestlers, by kicking and punching. Again a one and a half-minute time limit is given.

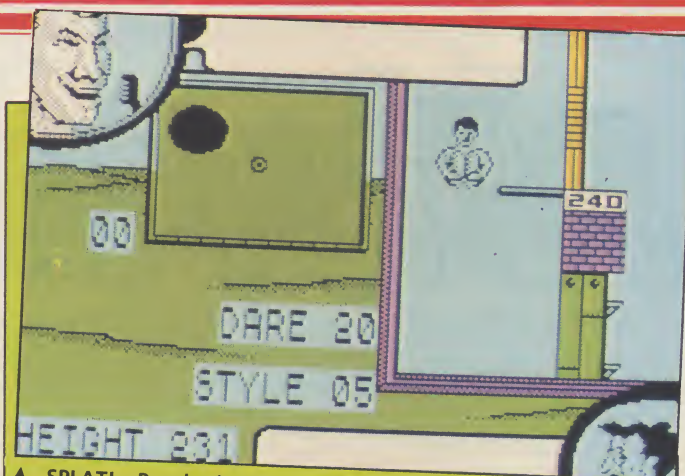
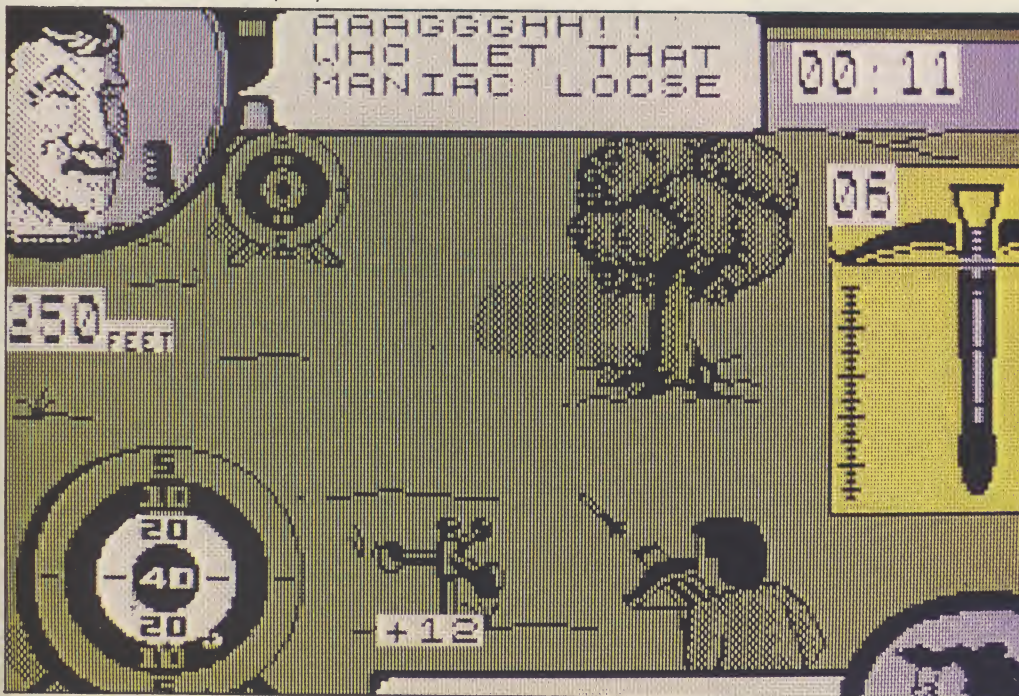
Cross Bow shooting comes next as you use skill to aim at the target, taking into account the wind speed. And finally, the strangest event of the lot is the Underwater Assault Course (honest!). You must watch out for nasty, stinging jellyfish and exploding mines as you negotiate the obstacle-strewn course, collecting gold coins on the way.

All the weird events are well-implemented and somewhat humorous, especially with the

**MARK** Yes it had to happen didn't it, the Olympics have set the software companies releasing a spate of sports game (well, Gremlin mostly). We are guided through the events in *Supersports* by the smiling face of Gilbert, the zany commentator who witters away between events, informing you of the tasks ahead. Presentation is very good, with each event being nicely drawn and animated, my particular favourites were Crack Shot and Slate Smash, but the whole game is very playable. Shoot Gilbert and this would be a great game – well it is anyway, so check it out.

80%

▼ Cameron let loose on *Supersports*



▲ SPLAT! – Prophetic Captions PLC

### SUPER SPORTING TIPS

- Avoid shooting alley cats in the first event, but blast everything else to smithereens.
- In the diving, try to keep the diver directly above the tub of water at all times for accuracy points.
- In the archery, take account of the wind speed and distance of the target when firing.
- In the underwater swimming, come up for air just before a long line of surface obstacles, so you can swim all the way underneath them.

*Supersports* is yet another multiple sports simulation to make the job of choosing the game for you even harder. This is one of the better ones on the market, though, with good graphics, sound and the odd bit of humour thrown in for good measure. The Diving is the best event in my view, you can choose from a variety of heights and it's a great laugh when you miss the tub of water and your little guy gets splurled! As expected there is a multiloader, but it doesn't spoil enjoyment too much. One of the better sports simulations around.

NICK 79%

witty quips from Gilbert the commentator. Thankfully there's virtually no joystick-wagging involved – skill and judgment are required for success. Although hardly awe-inspiring, *Supersports* is a competent, whacky sports game, which is definitely worth a look.

PHIL 77%

### THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** well-drawn, monochromatic sprites on colourful backdrops

**Sound:** adequate spot effects

**Options:** practise any multiloader event

**General rating:** not to be taken too seriously, but a whacky relief from the cut-throat world of the real Olympics

Presentation	77%
Graphics	81%
Sound	34%
Playability	79%
Addictive qualities	75%

**OVERALL 79%**



## Artura

### ● Up the Albion!

Producer **Gremlin Graphics**  
Out of pocket **£7.99 cass**  
**£12.99 disk**  
Authors **Sentient Software**

**A**bout 1500 years ago, according to those dubious historians at Gremlin, the British Isles were called Albion and its people divided amongst themselves. Setting out to unite the people and make a single nation was a Welsh hero called Kinnock – no, sorry, King Arthur, no, darnit, actually it's Artura. Now rather than commission some seriously flash TV ads, Artura aims to do this by recovering some stolen treasure.

Ignoring Gallup and MORI, Artura starts his quest by seeking advice from his old friend Merdyn the Mage.

Unfortunately Merdyn's vanished and Margaret, I mean Morgause, has kidnapped Merdyn's apprentice. To rescue him and recover the treasure Artura sets out for Morgause's Dun (?). Before he can arrive, however, Morgause contacts Ye Olde Flea Street and hordes of vile creatures rush to defend her. Armed only with a sword Artura must defeat these insects, birds and ugly looking guards while preserving his energy.

If you think politics is boring be warned, this game makes it all seem very thrilling. Graphics are

**PHIL** At first sight, *Artura* looks promising with some well-animated characters. Unfortunately actual gameplay is repetitive, with little variety in rooms or action. Fighting off soldier after soldier soon becomes irritating while energy falls at an alarming rate. Even more perturbing is the way the hero can get stuck in certain parts of the landscape, with escape an impossibility. This annoyance epitomises the general lack of any playability – even mapping fans should leave this well alone. **42%**



▲ You're never going to get in Phil King's Scores like that Cameron!

small and dull. Sound has gone on holiday with playability sharing the same hotel room.

Another simplistic 'collect-and-kill-all' game.

**MARK 36%**

### THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** detailed but mostly yellow monochrome

**Sound:** buzzy title tune but virtually no effects during play

**General rating:** a very mediocre arcade adventure with little lasting appeal

Presentation	49%
Graphics	55%
Sound	24%
Playability	41%
Addictive qualities	34%

**OVERALL 38%**

## 2-D GAME MAKER

### ● Phil King writes a game shock!?

Producer **CRL**  
Price of success **£8.95 cass**  
Author **Supa Nova**

**F**or all us who've dreamed of being the next Raf Cecco (?), but don't know the difference between a Z80 processor and a sheep dip, CRL have this tempting little program. Included with it is an easily completed example game, requiring the main program for execution.

Basically, *2-D Game Maker* is a utility to design arcade adventures. A row of icons allow you to change the design of the included game or just start from scratch, designing your own sprites, rooms and objects etc.

Both objects and the main character sprite can be redesigned. The latter also has eight stages of animation and so can be made to walk, or even fly. Sprites are designed by moving a cursor around a grid, representing an enlarged version of the four-character

block sprites. Once designed, objects can be placed in any screen, using a simple menu system. In the game proper, objects can be picked up, dropped and used to remove various walls and platforms to allow further progress.

Up to 64 different rooms may be mapped out, using their corresponding hexadecimal numbers. One must be designated to the starting screen (where the game will begin) while another must be the finishing screen (reaching this means completion of the game).

Other aspects which can be altered include scrolling text messages which accompany each screen, the path of the main character's jump and the various sound effects. Gravity and up/down controls can also

be switched on/off.

But despite all these options, what you always end up with is essentially a very simplistic arcade adventure/platform game with no scope for anything very different. Although fun for a while, the designer just isn't flexible enough to enable the creation of original games and you always get the feeling that you're only making superficial alterations rather than really designing your own game.

**PHIL 40%**

### THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** simple sprites, but at least you can redesign them!

**Sound:** simple spot effects which can also be altered

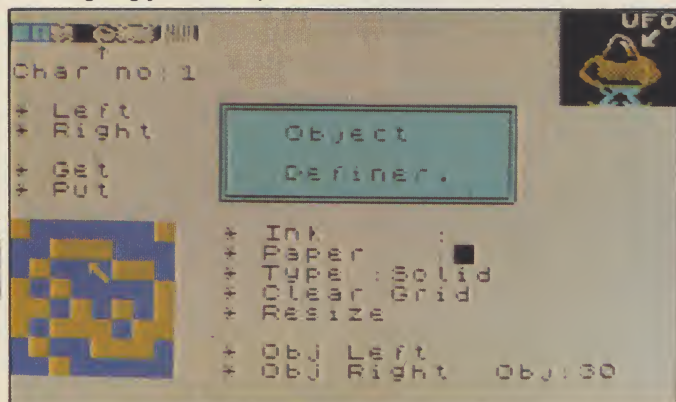
**Options:** definable keys and too many others to mention!

**General rating:** fiddling with the designer is great fun, but sadly, the game you end up with can never be very good

Presentation	46%
Graphics	N/A%
Sound	31%
Playability	50%
Addictive qualities	51%

**OVERALL 49%**

### ▼ Designing your own sprite with 2-D Game Maker



**MARK** While it takes a while to master, you can have great fun with this: fiddling around creating your own sprites, scrolling messages and loads more besides. Sprites, in particular, can be really hilarious. Unfortunately the 'designer' is perhaps more of a basic arcade/adventure with knobs to tweak various aspects. Actual playability is therefore on the weak side, but it still kept me happily occupied for a while. **58%**



**NEW**

**MICRO**

# BLASTER

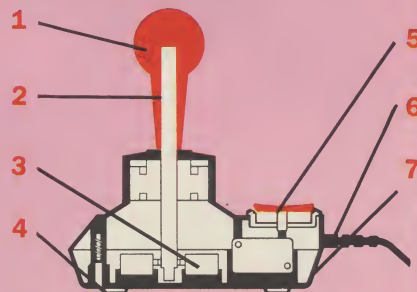
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**ROY OF THE ROVERS**  
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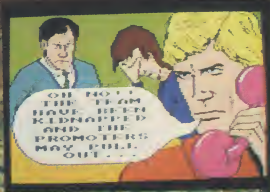
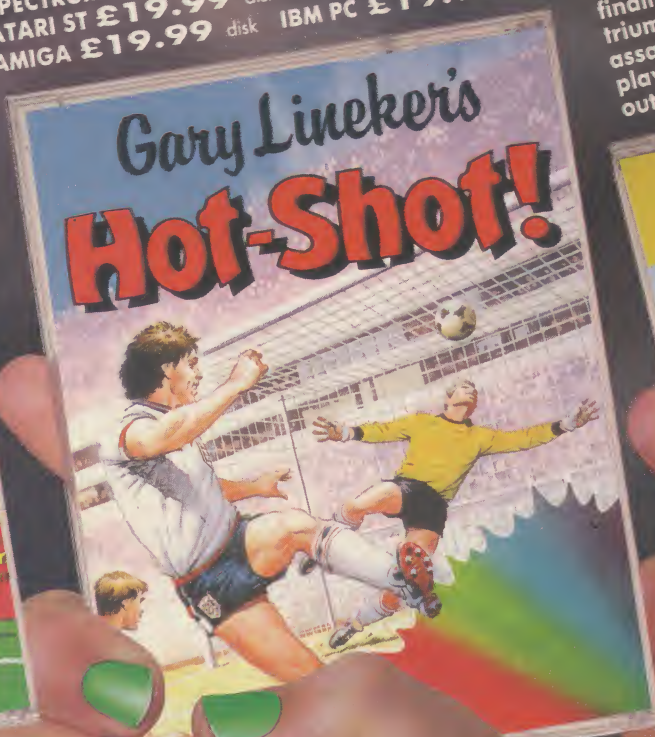
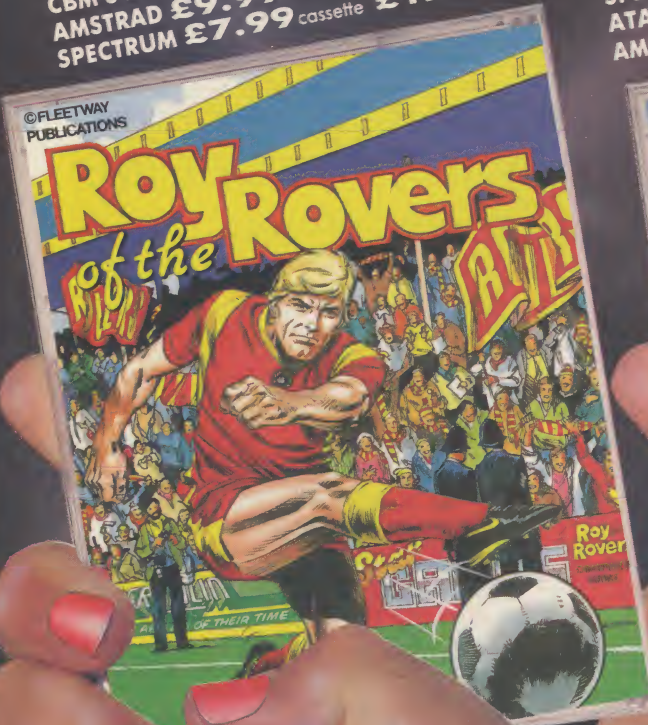
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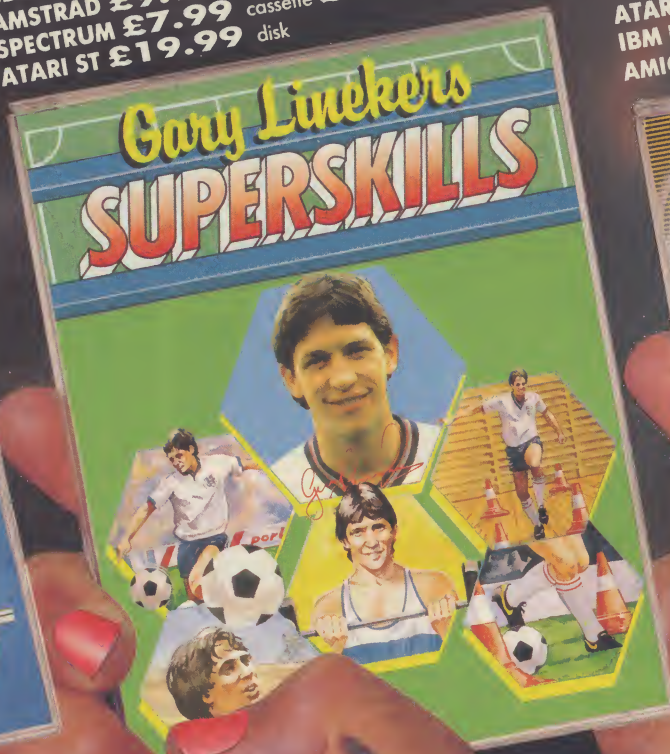
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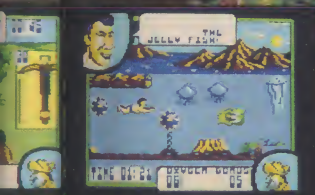
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SPORTS



**GRENNLIN**





Producer Ocean  
 Full magazine clip £8.95 cass  
 £14.95 disk  
 Author Andrew Deakin,  
 graphics by Ivor Horn,  
 music by Jonathan  
 Dunn

# OPERATION WOLF

● *An orgy of violence, but no sex (we're British)*

**S**tand to attention when I'm talking to you soldier! That's better, now here's your mission. Use your Uzi submachine gun to blast, mangle and maim your way across a horizontally-scrolling battlefield filled with enemy troops, helicopters, and armoured cars.

Your mission begins with you being parachuted into hostile territory to locate an enemy concentration camp and free the captives held there. You start off with just seven clips of ammo and five grenades – so all you autofire merchants are in trouble. Only

▼ Your latest batch of supplies get dropped in

real soldiers, with an accurate eye and careful trigger finger need apply here. Your mission is split into six sections, three loads for 48K owners, one massive load for 128K owners. The sections are; Communication Setup, Jungle, Village, Powder Magazine, Concentration Camp and Airport. On each level the landscapes slowly pan before your first-person perspective as you move your cursor sights in search of targets. Pressing fire kicks off the Uzi, while space bar has you lobbing a grenade.

As the landscape scrolls before you, soldiers parachute downwards, others run on firing away, while helicopters,



▲ Watch out, here come the cavalry

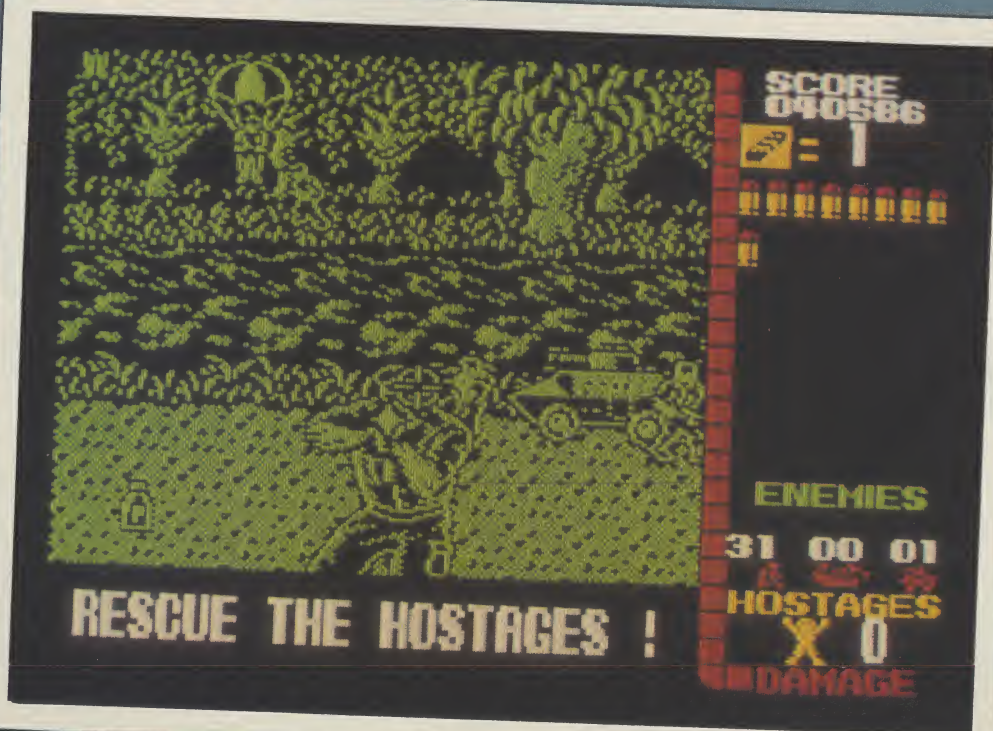
boats and tanks arrive to make things really interesting. Vehicles require numerous shots to be destroyed, unless you use a grenade. As in the arcade there's also massive Schwarzenegger lookalike who appear right in front of you aiming a gun. On later levels these wear bullet-proof jackets so you have to hit them in the head. Also requiring fast reactions are the daggers and

grenades lobbed at you, these can be shot in mid-air, if you're quick enough.

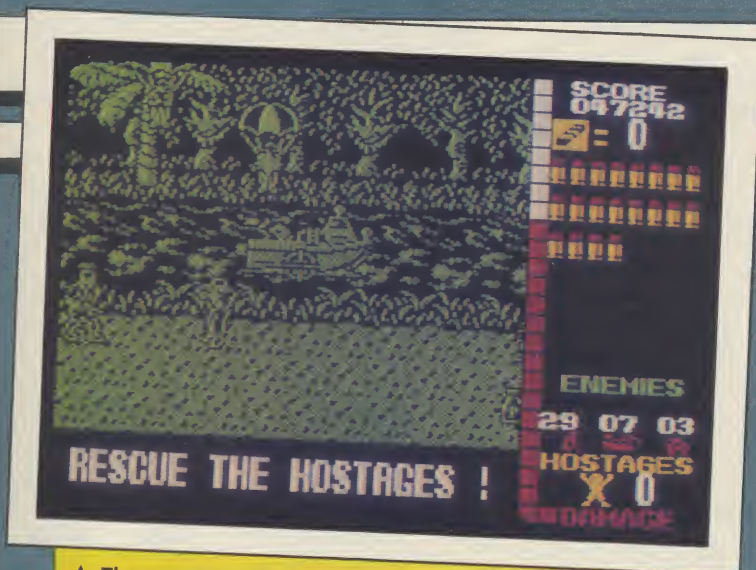
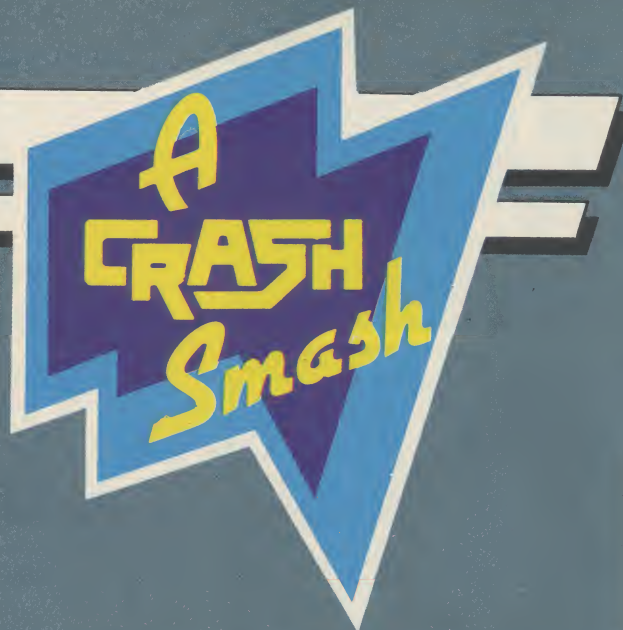
To the side of the playing screen is an ammo counter, a

**PHIL** From the very first moment you load it up (and boy does it take a long time on a 128K) you know that this version of *Operation Wolf* is of the highest quality. Typically atmospheric Jonathan Dunn music (which admittedly is a bit like that on *Daley Thompson's Olympic Challenge*) accompanies the title screen. Then before starting your mission, even more 128K tunelets welcome you to the action itself. And what action there is too, all viewed in first-person perspective, as if you were really there. Rapid-firing soldiers positively pour onto the screen by the dozen, sometimes lobbing grenades and knives! While the well-drawn tanks and helicopters are even more dangerous, so it's just as well that you start with plenty of ammo. The immense playability of the coin-op has really been captured in what must rank as one of the year's best conversions. Once you start playing it's almost impossible to tear yourself away. And thankfully, the level of difficulty is pitched just right – even though it's tough, it isn't quite impossible – I did manage to complete it (although clever clogs Robin Hogg of TGM (see this month's special Inter-magazine Challenge) hasn't yet!). What more could anyone ask for in a shoot-'em-up? – *Operation Wolf* simply is the business.

92%







▲ The mean green, fighting machine

### SUCCESSFUL OPERATION

- Whatever you do, don't shoot the nurses or you'll lose energy.
- Collect every available piece of ammunition, especially the grenades.
- Save your grenades for really tight spots and when attacked by a pair of helicopters etc aim between them to destroy both with one shot.
- Keep an eye out for the little bottles of potion which restore your energy.
- The big, butch guys on Level Four can only be shot in the head.
- Always keep an eye on the status read-outs, suddenly finding your Uzi all out of ammo is not a pleasant surprise.
- Shoot enemy grenades and knives before they hit you.

The first thing that hits you is usually a 7.62mm bullet, but after that you tend to notice some super-smooth scrolling and excellent graphics. Blasting sound effects are fine and help make this a really playable arcade conversion. My only reservation is that the gameplay might lack a little variety, but without doubt this is a first class shoot-'em-up and just the ticket for getting rid of all the Christmas time irritation at relatives talking through *Indiana Jones And The Temple Of Doom*.

STUART 90%

▼ Don't move slime bag!

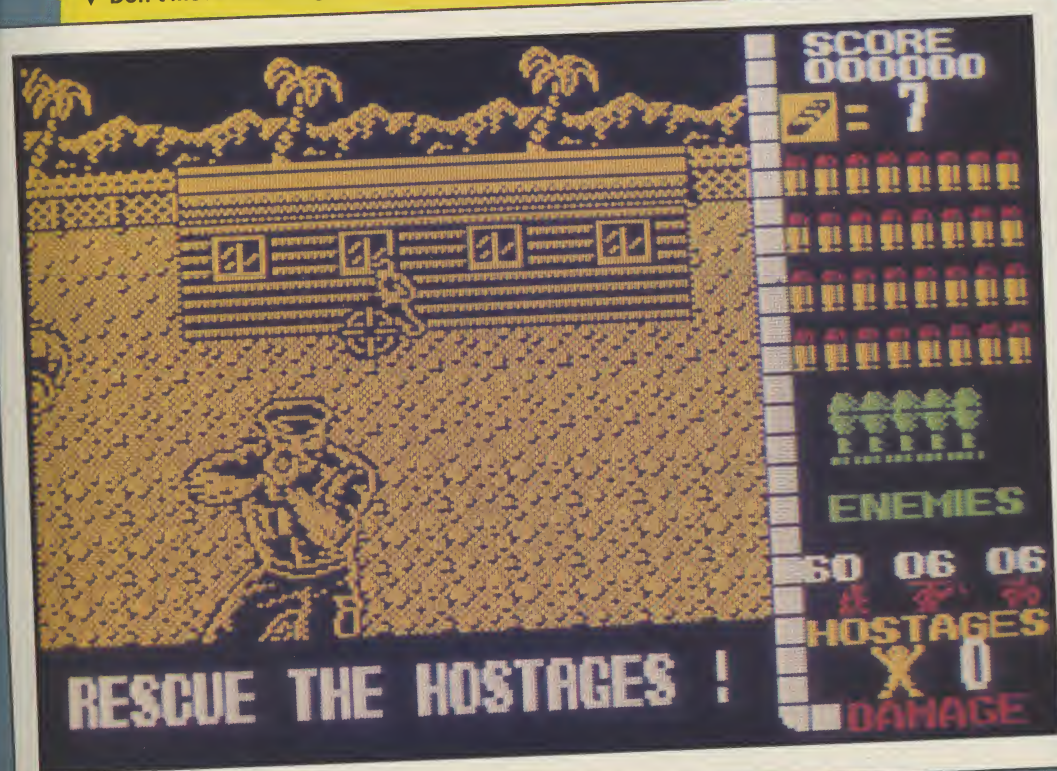
damage meter and three icons. The latter inform the player of how many men, tanks, and boats etc have to be destroyed before a sector is cleared. Extra ammo and grenades are available by shooting the relevant icons which appear onscreen, also bullets with an 'E' upon them increase your rate of fire, while bullets with a 'D' decrease the amount of damage inflicted on you. Apart from the human targets, various animals also pop up from time to time, shoot them and occasionally you'll get food to boost your energy. What you shouldn't shoot, however, are the nurses and children (terrible temptation) because this drains energy.

If the red tide of your blood fills up the energy metre then the game is over, but thankfully there is a continue

play option which restarts the level you're on if you want. This is allowed only once however.

At first it's a little tough moving the cursor around and hitting the keyboard grenade key in time. Keys are probably most effective as Phil proved by reaching the sixth and final level and rescuing the hostages (well, one of them). The sprites, despite being monochrome are very well drawn and animated so there's never any fatal graphic confusions. The real surprise, though, is how the arcade playability has been replicated. Despite finding it much tougher than Phil I was really hooked on it. Search out *Operation Wolf* when it blasts into your local computer store soon, but I warn you, it won't take any prisoners.

MARK 90%



### THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** a variety of very well-drawn enemies appear on equally-detailed, smooth horizontally-scrolling backdrops

**Sound:** an excellent Jonathan Dunn title tune and some very good (and informative) ingame blasting effects

**Options:** definable keys. Continue play option

**General rating:** a great conversion of the popular coin-op which couldn't be bettered

Presentation	88%
Graphics	90%
Sound	82%
Playability	90%
Addictive qualities	88%

**OVERALL 91%**



"There we were, okay yah, in our GTi, okay, playing this frightfully good game, okay . . . ."

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The girl on the Spitting Image switchboard.

## WARNING: DAMAGE

A good way to really damage your cassette or disk is to smear marmalade all over it or leave it overnight in a bucket of creosote.

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The completely brilliant

# SPITTING IMAGE

COMPUTER GAME



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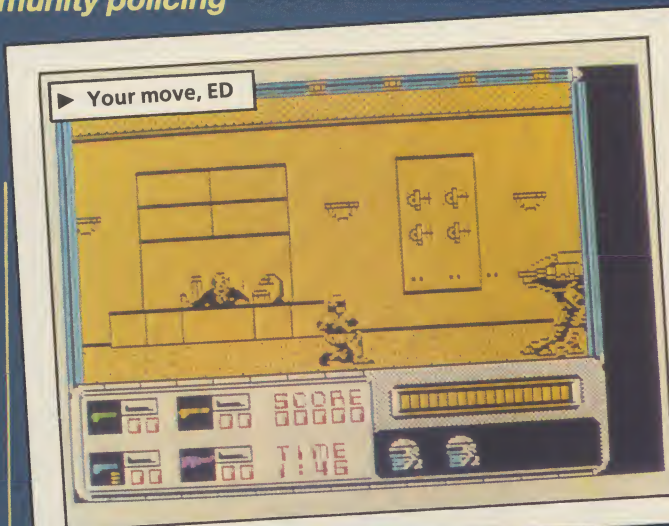


# ROBOCOP™

## ● A new type of community policing

Producer **Ocean**  
Spare parts **£8.95 cass**  
**£14.95 disk**  
Authors **Mike Lamb and Dawn Drake**

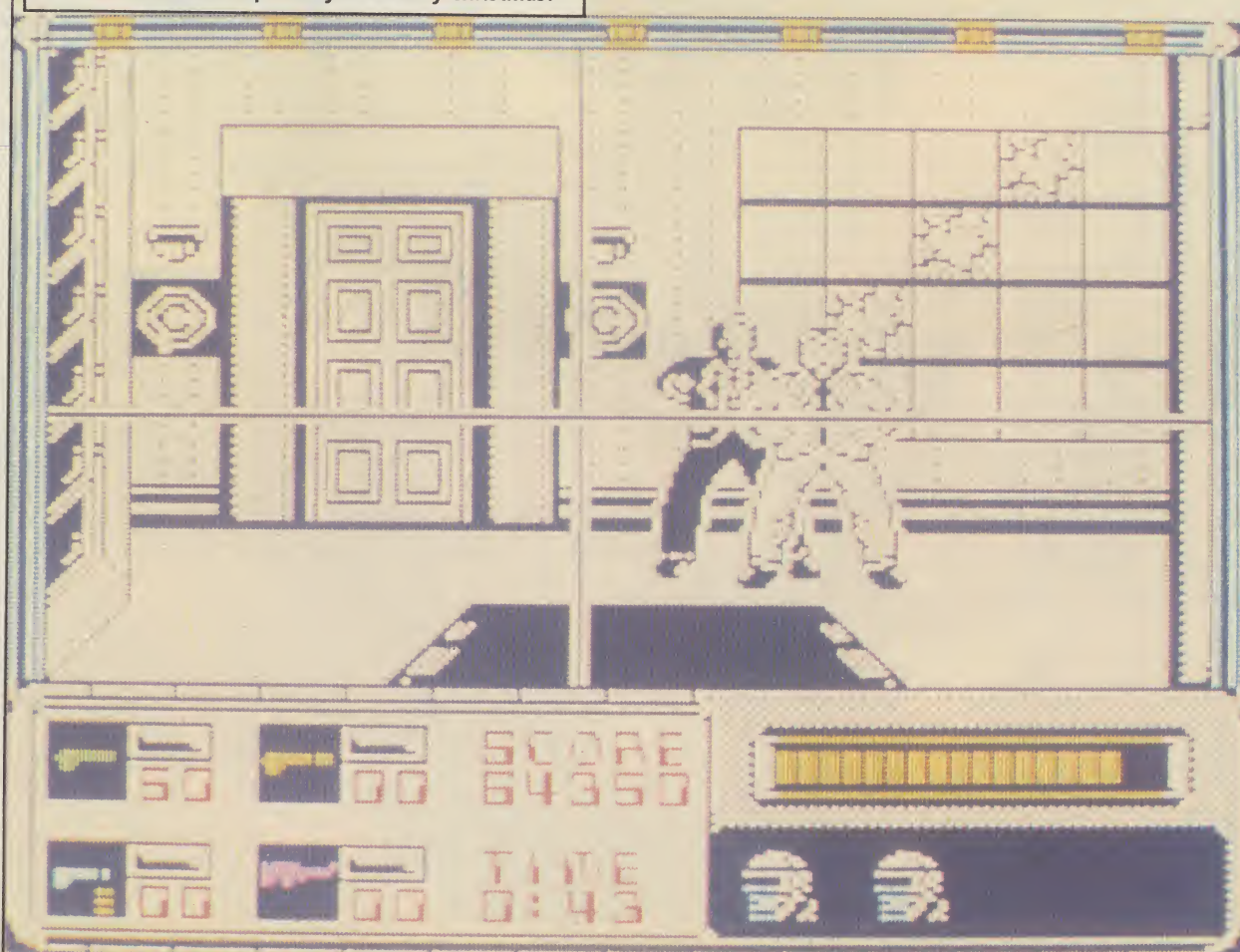
**T**he future of law enforcement arrives simultaneously on video and Spectrum with some pretty slick effects for both. The film begins with OmniConsumer Products (OCP) backing a big, walker-like droid called ED209 as the ultimate cop. But when a malfunction results in it accidentally machine-gunning someone an alternative



project is proposed—a cyborg mix of cop and machine called RoboCop. The first cop to be murdered while on duty is Murphy and OCP rebuild him, Frankenstein fashion.

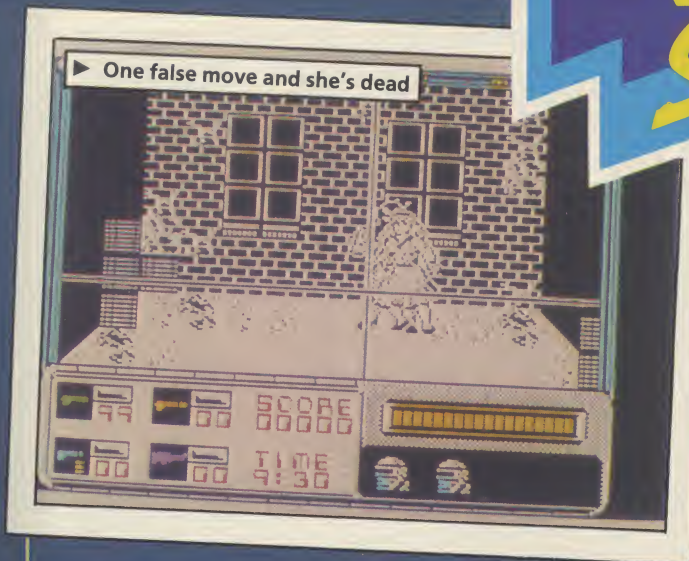
The computer game is composed of three loads (one for 128K owners) and opens with RoboCop on the beat of a horizontally-scrolling section, shooting snipers looking down on him, armed gang members, kung fu kicking villains and chainsaw psychos. RoboCop starts off with four lives and an energy level, the latter can be replenished by collecting baby food jars. Ammunition is strictly limited as well but there are extra magazines

► Ocean and RoboCop wish you a Merry Christmas!





# A CRASH Smash



lying around, as well as three special weapons. If all the bullets are exhausted then RoboCop can use his fists, if they fail and he dies he goes back to the start of the section.

While on patrol RoboCop is called to the scene of an assault where a woman is being held hostage. Switching to a first-person perspective you must shoot the criminal without hitting the woman. As on all the sections there's a time limit and a life is lost if you exceed it. After that it's back on patrol in a different part of town with bikers coming after you. Here you also encounter Emil, one of Murphy's murderers, hiding out at a petrol station.

the picture on the left – not easy in the time limit. Once Emil has been identified information is provided leading RoboCop to a Drugs Factory (Issue 58's demo tape). Another horizontally scrolling section this ends with RoboCop learning the leader of the gang which killed him – Clarence Botticker – was employed by an OCP executive. RoboCop heads for the OCP tower and is attacked by ED209. Survive that and load three has you desperately trying to escape the tower in a horizontally/vertically scrolling section. If you do escape then it's on to the junkyard, where Murphy was killed, for a confrontation with



## INSTANT JUSTICE

- Learn the positions of the enemies in order to anticipate them.
- Take care with the chainsaw psychos – they often need loads of hits to kill.
- Conserve your ammunition by using the minimum number of shots required to kill each baddie.
- Anticipate the motorbike riders and shoot before they actually appear onscreen.
- On the hostage screen try to anticipate which way the villain will move for a quick, easy shot.
- In the ID section don't spend too long on one feature, some overlap and until you've got a full face it's easy to get confused.



Crikey, I remember when policemen wore silly helmets, rode bicycles and kept saying 'Evening all', but this RoboCop chappie is a bit more like a badge-wearing Charles Bronson! He mercilessly blasts criminals, but even though he's made of metal he ain't so great. A hail of enemy bullets soon finishes him off, while turning in a crouch makes him stand up! At the same time, care must be taken not to waste your limited supply of ammunition – if you run out, you're dead meat (or should that be circuitry?). With all these problems, *RoboCop* is initially very hard, but as you learn the patterns of enemies (they appear in the same places every time), you soon work out a strategy for success. And it's definitely worth persevering to see the detailed backdrops and nicely-animated enemies. Thankfully, *RoboCop* doesn't just rely on the usual shoot-'em-up theme; it mixes several varied sections together, each requiring different skills to complete, to make a truly excellent package. Fans of the film and arcade buffs alike, will not be disappointed.

PHIL 91%



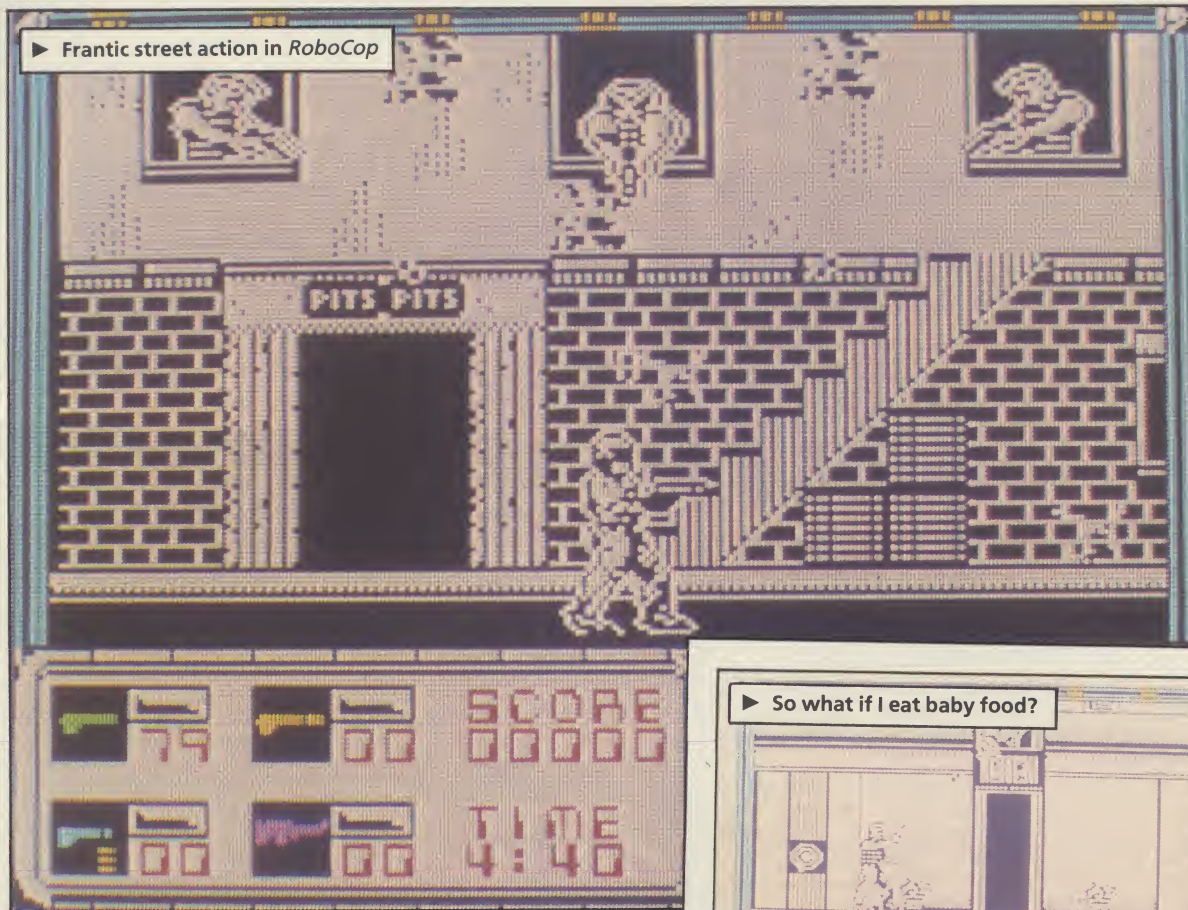
Meeting Emil awakens memories in the cyborg that was once Murphy and RoboCop goes to the police's photofit library in load two. Eyes, ears, chin, nose and hairstyle must be matched to

Clarence. Kill him and you must then rescue the president of OCP who's being held hostage by the executive who employed Clarence.

The first thing that strikes you about *RoboCop* is the



► Frantic street action in *RoboCop*

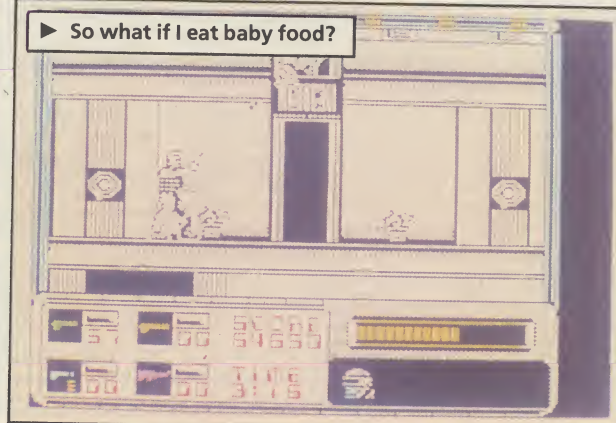


character's animation which is probably the best ever seen on the Spectrum – it really is that good. Scrolling is perfectly smooth and sound is great, with sampled speech

**MARK** Without doubt this is one of the closest translations of a movie ever achieved in a computer game, making this unmissable for all *RoboCop* fans. The extra sections written by Michael Lamb and Dawn Drake to improve the basic coin-op are really good and add a lot to the game. The result is a conversion that's genuinely superior to the arcade. Ingame music is really good on the 128 with some nice gunshot effects as well. Admittedly progress is tough, until you learn the attack patterns it might seem impossible, but with ED209, the junkyard scene and the OCP tower still to see I can't stop playing it. One of the best films of 1988 has made one of the best Spectrum games as well, congratulations Ocean. **90%**

saying 'RoboCop'. Playability, as far as we've got, is great. Going back to the start of sections is frustrating, as is the ammunition limit, but since the enemies always follow the same patterns this forces you to get really good. Other sections, such as the ID stage, are surprisingly effective as well, making this an instant Spectrum classic. **STUART 94%**

► So what if I eat baby food?



## THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** well-animated sprites fight it out on detailed, horizontally-scrolling backgrounds

**Sound:** a nice bit of sampled speech and some catchy 128K ingame music to complement good shooting effects

**Options:** definable keys, music on/off

**General rating:** a superb implementation of the licence, which successfully captures the spirit of the violent film

**Presentation** 88%

**Graphics** 90%

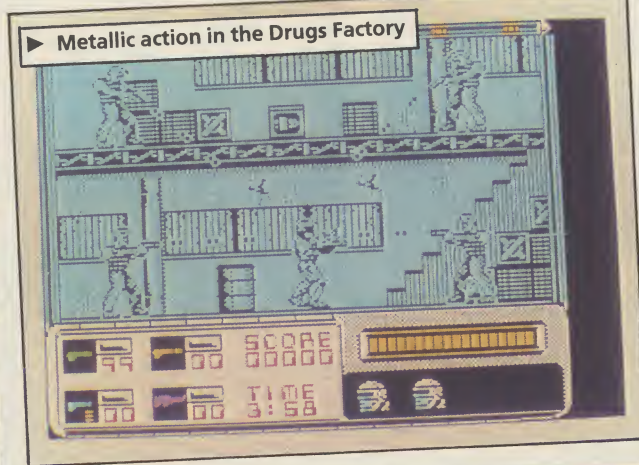
**Sound** 86%

**Playability** 92%

**Addictive qualities** 91%

**OVERALL 92%**

► Metallic action in the Drugs Factory





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## ...GET YOUR TEETH INTO... "THE MUNCHER" COMPUTER GAME





# R-TYPE

● Bonfire night bonanza from the dreamers . . .

Producer **Electric Dreams**  
Legal costs **£9.99** cass  
Author **Bob Pape**

**A**ccording to Mediagenic's lawyers, *R-Type* is a highly original arcade action shoot-'em-up. CRASH readers may have a different opinion of this Irem Corporation licence, but, as is so often the case, game format takes a backseat to actual playability. The scenario for all this is of the peaceful-galaxy-being-invaded-by-hideous-aliens variety. Naturally a lone spaceship will have a better chance against the aliens than the galaxy's massed fleets and as for the pilot . . . well, thank you for volunteering. Very brave of you.

The latest spacefighter technology (I thought this was a peaceful place – Ed) is represented by the awesome R-9. A single-seat ship initially armed with just a standard R-type laser. While rather feeble in rapid fire mode, by holding down fire for a few seconds you can discharge a massive blue fireball which destroys virtually all in its path.

Further weaponry can be added to your ship by collecting the glowing orbs deposited by the remains of a large number of blasted aliens. Add-on weapons include missiles, a more powerful laser and a small remote craft which flings out bullets at an amazing rate. These are lost when you die, so some pretty nifty flying is needed to get far into the eight, multiloaded levels. Ranged against you are

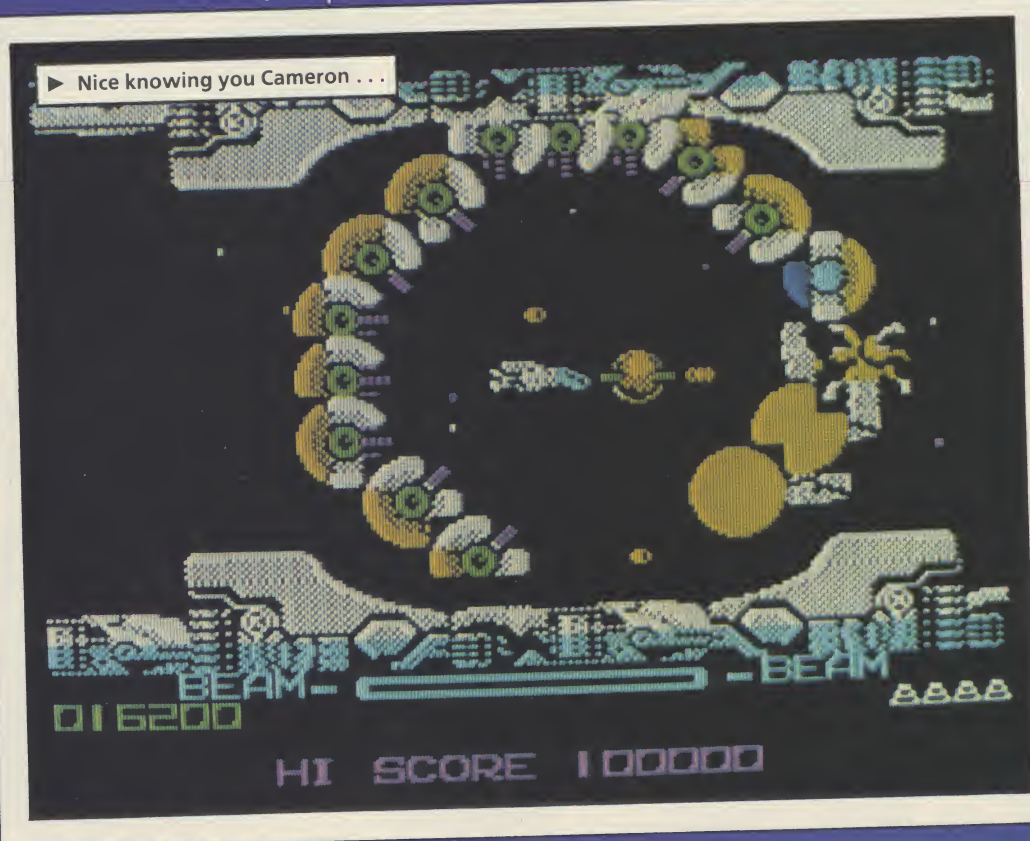
swarms of alien fighters to chase you around the screen, ground-based missile launchers setting a stream of rockets on your tail, and rapid-fire gun turrets. An almost equally formidable threat is provided by the scenery – collisions with which are lethal. Then, of course, there's the end-of-level guardian which will take all the firepower you can muster to defeat it.

The guardians, like the rest of the game, look very good indeed. Attacking ships in particular are well-drawn and animated with some really

**PHIL** So it's arrived. The Spectrum conversion one of the arcades' best looking coin-ops. Well it was bound to be a disappointment, wasn't it? But wait a minute, what's this? Colourful, well-drawn sprites in an absolute orgy of violent action, that's what! Okay, so there's quite a bit of colour clash, and sometimes it's hard to see what's happening, but all the same *R-Type* is amazingly playable and deviously addictive. The stunning range of weapons featured on the coin-op is available here too, preserving the coin-op's strategic aspects. After collecting a few extra weapons, your ship becomes an absolute fortress of weaponry with heat-seeking rockets, lasers and plasma bolts. And believe me you need all the armaments you can get to combat the constant barrage of varied, multi-coloured enemies. As for the massive, end-of-level monsters . . .

All these features go to make *R-Type* a truly excellent and challenging shoot-'em-up.

93%





# A CRASH Smash

good, bright colours. The ferocity of the aliens' attacks might put some people off at the start, even Nick had problems finishing the first level, but don't give up! Once you've had a bit of practise you can get some great thrills squeezing through amazingly small spaces with a horde of blood-thirsty aliens on your tail. Congratulations to Electric Dreams for retaining the frenetic,

arcade feel and producing such a brilliant game.

**MARK 91%**

## R-CADE R-TISTRY

- Fire rapidly to destroy the aerial enemies.
- Use blue plasma bolts to destroy missile launchers and large aliens.
- Collect as many extra weapons as possible for further on in the current level.
- Make sure you don't crash into the scenery when you're blasting like mad.
- Knock out the end-of-level monster's eyes and get right up to its mouth to blast it to smithereens.
- Be careful at the start of the second level; camouflaged nasties pop out from below and above you.

This has got to be the arcade conversion of the decade (well at least the past three months). I know I've said that conversions have been good before, but *R-Type* is mega! The amount of colour, sound and excellent graphics that have been packed into it will just knock you over. Some of the sprites almost fill up the entire screen and they take quite a bit of pounding before they're defeated. You collect more weaponry as you destroy each wave of aliens and when you have the lot, you're *almost* unstoppable. Presentation is highly polished with excellent title and loading screens, plus a multitude of levels for you to blast through. This is an absolute must for every arcade shoot-'em-up freak, you gotta buy it!

**NICK 93%**

► The walkers look up

► Blasting through

## THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** colour is used very liberally, but even the resulting clashes don't spoil the detailed, fast-moving sprites

**Sound:** plenty of noisy effects during play

**Options:** definable keys

**General rating:** the frenzied action really sets pulses racing – a surprisingly good conversion of the classic coin-op

Presentation	92%
Graphics	91%
Sound	60%
Playability	94%
Addictive qualities	93%

**OVERALL 92%**



# BURN UP THE SKIES WITH US GOLD



FOUR  
LUCKY  
FLYERS AND  
FIFTY HELICOPTERS  
UP FOR  
GRABS!!





# THUNDER BLADE

is here and CRASH Smashed (91%) in this issue!!

Haven't you ever wanted to zoom up into the wild blue yonder in a helicopter gunship, armed to the teeth with the most sophisticated weaponry the taxpayers' cash can provide. And then, blast the armour-plating off the battle wagon some equally warmongering country as your own has sent meet you. Isn't your wall covered with pictures of Prince Andrew and Mike Smith? Uh, well, make that Prince Andrew and Noel Edmonds. Of course, not everyone can afford the ultimate fashion accessory depicted above, certainly not a humble comp's minion. So rather than sneaking into your local air force establishment and borrowing one, why not enter this competition? You've already read the first paragraph, after all.

Naturally you've played the incredible **THUNDER BLADE** demo on this month's cover, and of course you want more. More swooping through cities,

jungles and canyons blasting all that moves. My, aren't you the homicidal warmonger? There is a peaceful side to things you know. Like soaring above some busy urban centre and admiring the spectacular view with the rotors whirring above and Mike Smith at the controls...

No, only joking, honestly. There won't be a disc jockey in sight when the **FOUR FIRST PRIZE WINNERS** climb aboard one of the world's favourite helicopters — the Bell JetRanger above. Completely lacking tinted hair and designer suits there'll be a highly-trained pilot, providing a breath-taking flight of an hour or so over the heart of England. Cooo! Not even the arcade machine's hydraulics could match that.

Second prize will be a wonderfully warm, and completely harmless if not armless (groan — Ed) **T-SHIRT** emblazoned with the *Thunder Blade* logo for **15 RUNNERS-UP**. Third prize, unfortunately for you peace-lovers, is the incredibly violent and blood-thirsty **THUNDER BLADE** game. These software house just can't help themselves can they? But unless you're a monochromatic sprite, don't worry, it can't harm you and it's pretty darn addictive too. **TWENTY-FIVE** people will be sent copies of that. Then there's **FIFTY FOURTH-PRIZE TOY HELICOPTERS** by

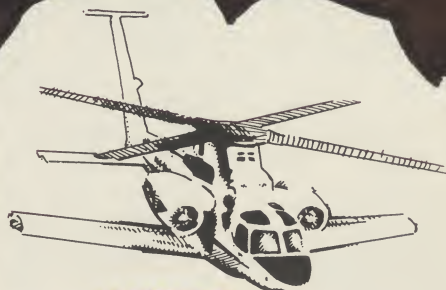
those masters of the scale model, Matchbox. This is exactly the same shape as the one in the game — eg, a lot like the one in the *Blue Thunder* movie, but with a peacekeeping sheriff's badge on the sides. I haven't stopped playing with it since the Ed got it. But don't tell him, he thinks its still over in photography!

So if you fancy your chances of winning a trip in the chopper, have a look round the page for three drawings of various helicopters. Think you can identify them? Well go to it. Remember the judges' word is final, and all entries must reach us by January 1 1989. Send your entries addressed to **HOT STUFF IN HELICOPTERS, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.**

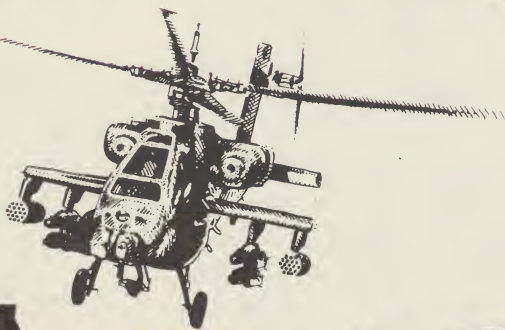
CHOPPER A



CHOPPER B



CHOPPER C



I'VE GOT A PRETTY GOOD IDEA THAT...

Chopper A is a .....

Chopper B is a .....

Chopper C is a .....

(Hope I'm right, I really fancy a flight in a helicopter.)

NAME .....

ADDRESS .....

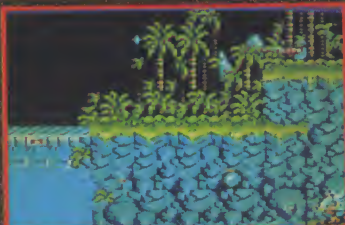
POSTCODE .....



# THE CRUCIAL COMPILATION



## THE OCEAN IN CROWD



**GRYZOR** Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!

© 1987 Konami.



**BARBARIAN THE STORY SO FAR...** The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? **ONLY YOU CAN SAY...**

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**CRAZY CARS** You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.

PREPARE TO START, READY? GO!!!  
© Titus Software Ltd.  
LAST NINJA replaces CARS on C64.



**PREDATOR** You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.

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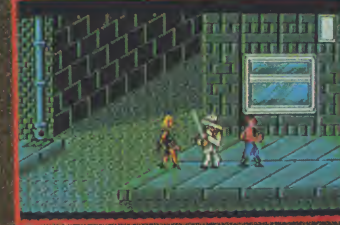
**KARNOV** Join Karnov, the fire-breathing Russian stongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?

© Electric Dreams Software Ltd.



**COMBAT SCHOOL** Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamers.

© 1987 Konami.



**TARGET RENEGADE** Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on your chilling quest to confront "MR. BIG".



**PLATOON** Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!

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# CRASH

## PLAYING

## TIPS

### Christmas Special

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CHRISTMAS SPECIAL  
EDITION



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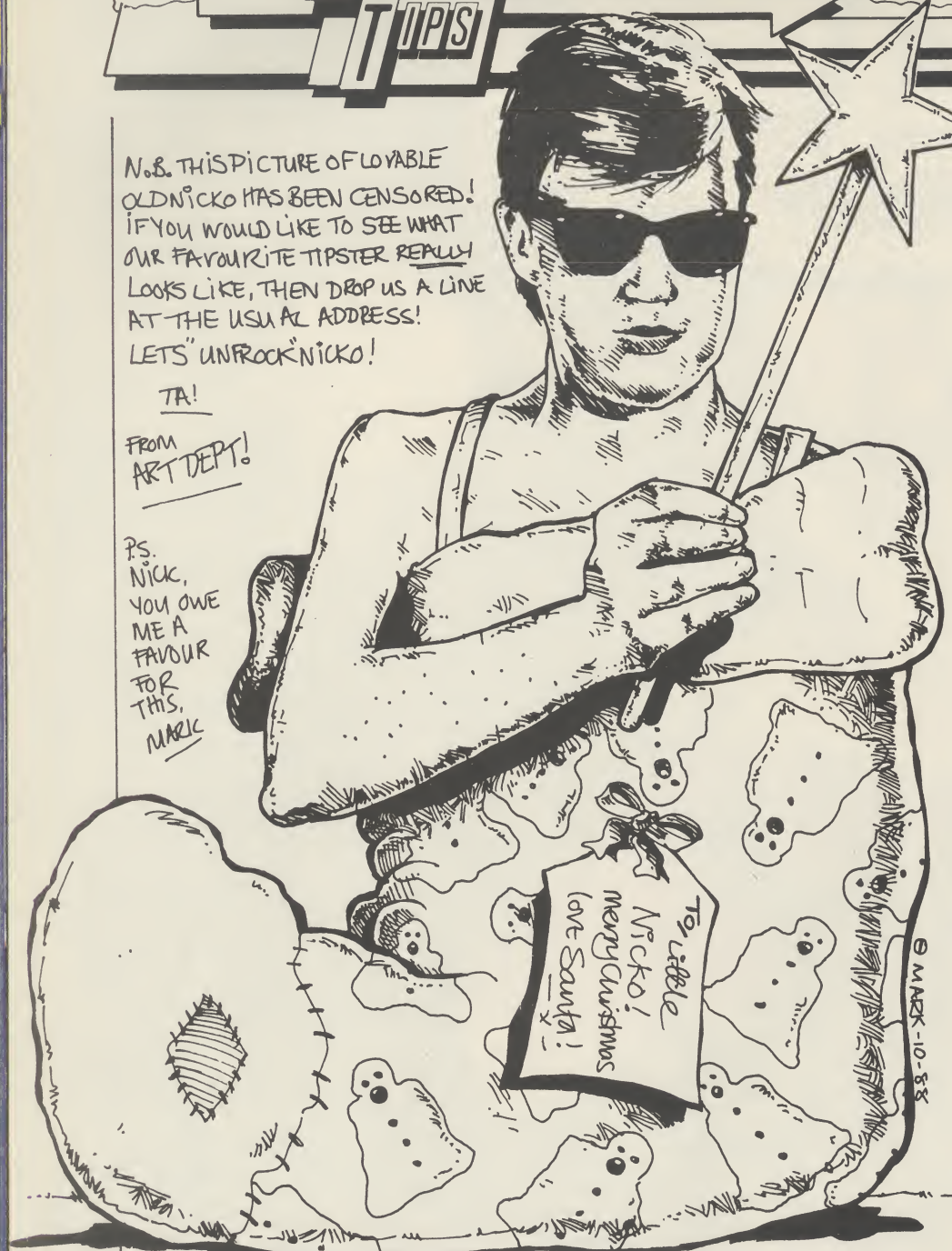


N.B. THIS PICTURE OF LOVABLE OLD NICKO HAS BEEN CENSORED! IF YOU WOULD LIKE TO SEE WHAT OUR FAVOURITE TIPSTER REALLY LOOKS LIKE, THEN DROP US A LINE AT THE USUAL ADDRESS! LETS UNROCK NICKO!

TA!

FROM  
ART DEPT!

P.S.  
NICK,  
YOU OWE  
ME A  
FAVOUR  
FOR  
THIS,  
MARK



**Festive Greetings to one and all** (well what else can I say at Christmas?), and welcome to this magnificent (even if I do say it myself) 32-page Playing Tips Special. I must have been mad to take on this project (many will argue that I am), but I have proved myself to be the ultimate tipster by writing this lot in record time – like, about three weeks! (Big head – Ed, Ass Ed, Phil, Mark, Lloyd.) The vast amount of POKes, tips and

maps that have been crammed into these precious pages will just blow your mind (you have been warned!). If you can't find something that suits your tastes I'll be very surprised. (Got any ham and pineapple pizzas? – Phil.)

No, Phil, sorry. But, I have got *the Gunship* editor (much better than the one I work with – but, if it's anything like ours, it probably won't work!) and

performance diagram; maps of *Marauder*, *Joe Blade II*, *Draconus*, *Dan Dare II*, *Deviants* and (deep breath) *Gunfighter*, all excellently drawn and painted.

There's an adventure section for those maps and POKes that were just too big to be printed in this month's Adventure Trail – with a picture of an attractive new mapper, Sarah Wills (I'm always a sucker for a pretty face), who along with Robin Lincoln has sent in a mega-detailed map of *Rigel's Revenge*.

For the owners of that Romantic Robot gadget, the *Multiface 1*, there's a complete A-Z of *Multiface POKes* on all recent games – no more delving into the back issues more – I'm sure there will be many a happy face over that! Then, of course, there's *Flashback* and *Cheat Mode Motel* also in there somewhere, with almost a page each to themselves!

Christmas is now upon us and the CRASH office has been festified, if that is the word for it (probably not). Old (well he is 20 – just!) Mr Ed finally opened his wallet (you should have seen the moths – as fat as Phil's sheep!) and purchased some decorations for us to hang around the place. The only problem is that the ceiling is so low, and Mark Caswell is so high. He walked through the door the other



day and almost hung himself on a string of tinsel! Never mind though, we all chipped in for a couple of new bolts to go through his neck (sorry, Mark).

If you contributed to this bumper Playing Tips then thanks a million, and

printed work wins their owners an Olibug (my desk has been swamped in the things for months now, so I'll be glad to get rid of a few) and a signed 'With Compliments' slip from me (should be worth a bit in years to come!).

How inconsiderate! There's me babbling on and you wanting to get on with the tips, I won't hold you any longer. Now say after me, 'For what I'm about to receive, I am truly thankful'. I'll see you at the end ...

# MARAZIDER

**D** = DEFENCE BEACON. SHOOT WHEN ON RIGHT COLOUR TO GAIN BONUS.  
 BLUE = REVERSE CONTROL FOR 10 SECONDS  
 RED = EXTRA SMART BOMB  
 MAGENTA = LOSE A LIFE  
 GREEN = GUN JAMMED FOR 10 SECONDS  
 CYAN = EXTRA LIFE  
 YELLOW = SHIELDS FOR 10 SECONDS

**G** = GUN EMPLACEMENT, I.E. ANYTHING THAT STAYS STILL AND SHOOTS AT YOU.

**H** = HOMING NASTIE.

**M** = MISSILE EMPLACEMENT.

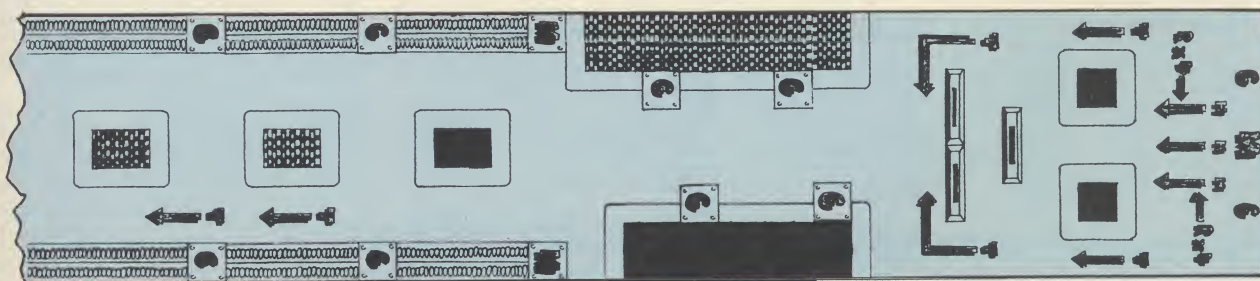
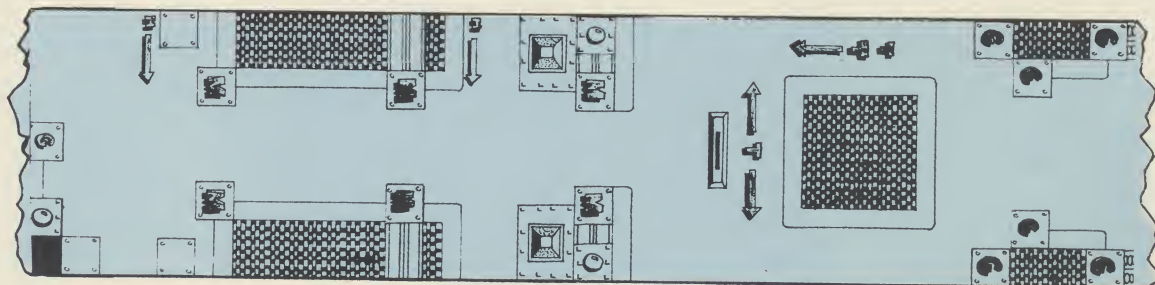
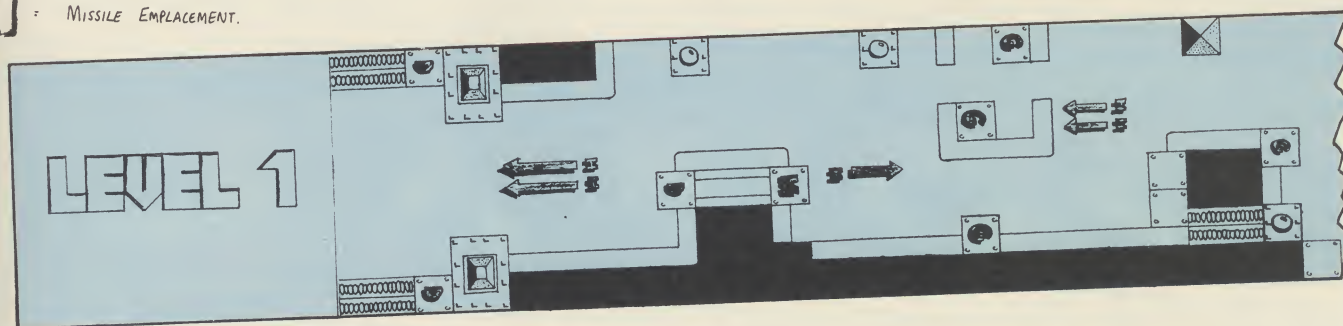
**S** = SET PATH NASTIE, I.E. NASTIE THAT ALWAYS FOLLOWS THE SAME PATH.

**T** = TANKS. A TYPE OF SET PATH NASTIE WHICH MOVES VERY FAST.

**R** = SET PATH NASTIE WHICH TURNS INTO A HOMING NASTIE, SUCH AS THE ROTATING NASTIES AT THE END OF LEVEL 1.

**X** = INDICATES NUMBER OF NASTIES OR WAVES OF NASTIES, E.G. x5, x2 ETC.

**HG** = HOMING GUN, I.E. HOMING NASTIE WHICH CANNOT COLLIDE INTO YOU, SO SIMPLY FIRES AT YOU.





# PLAYING TIPS

LEVEL 2



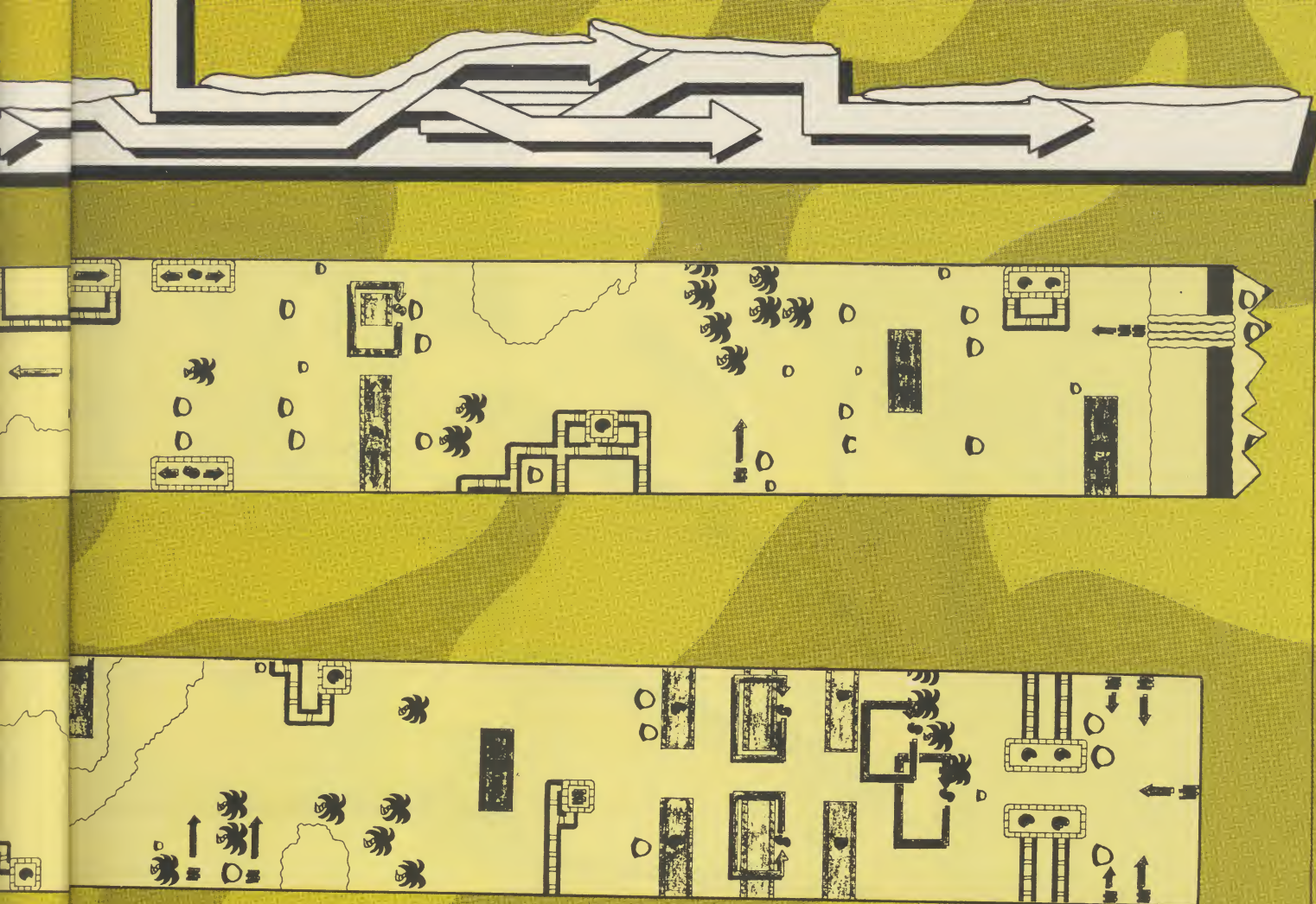
**MARAUDER**

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# WORLD BEATERS



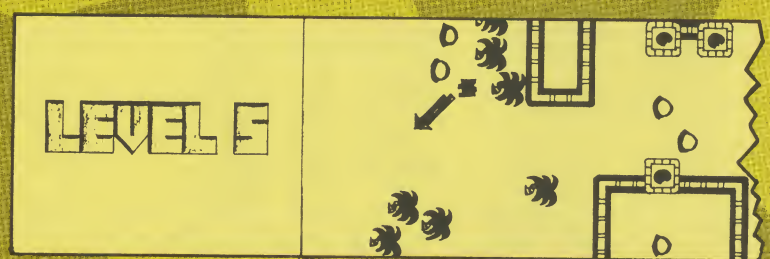
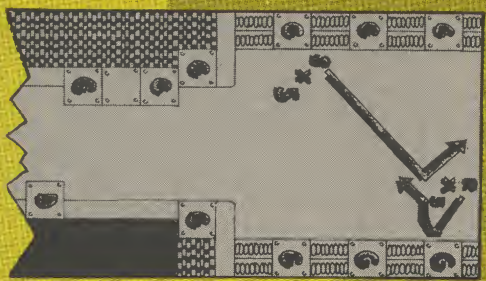
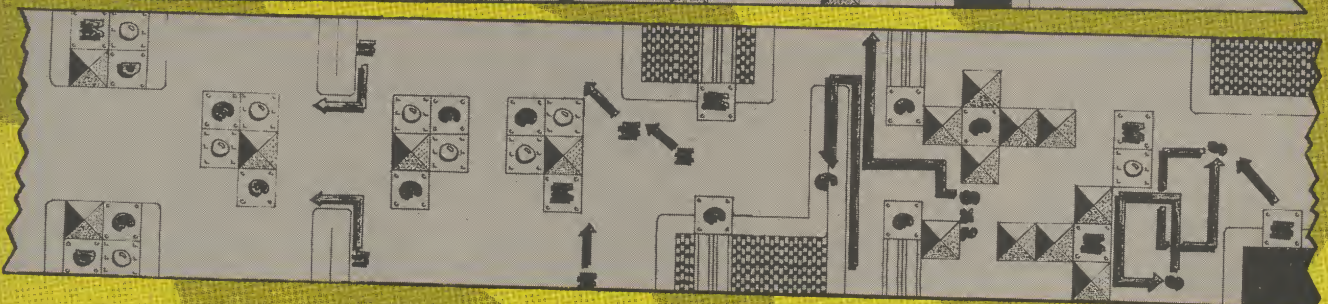
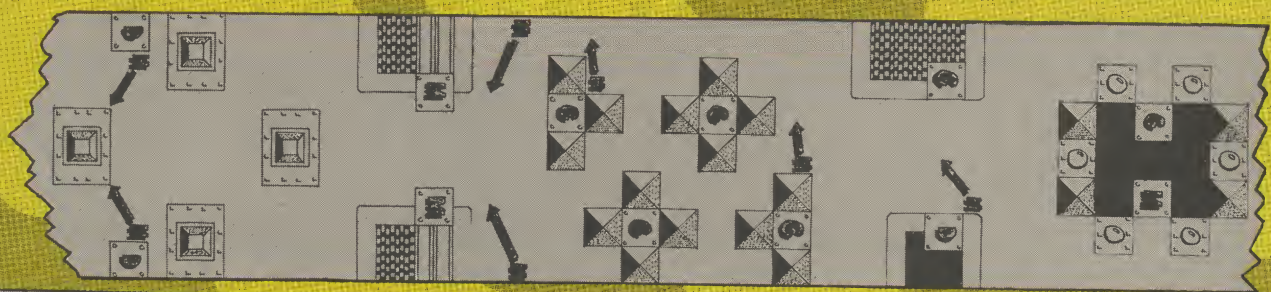
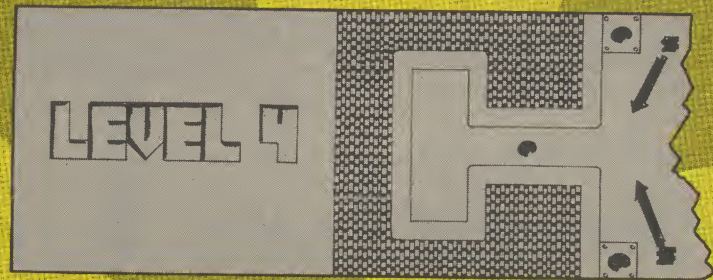
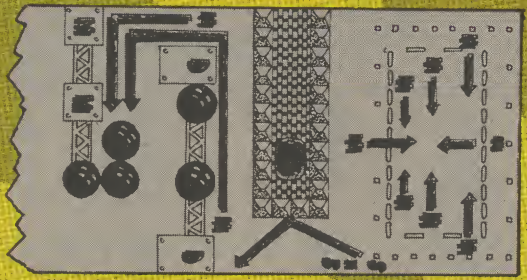
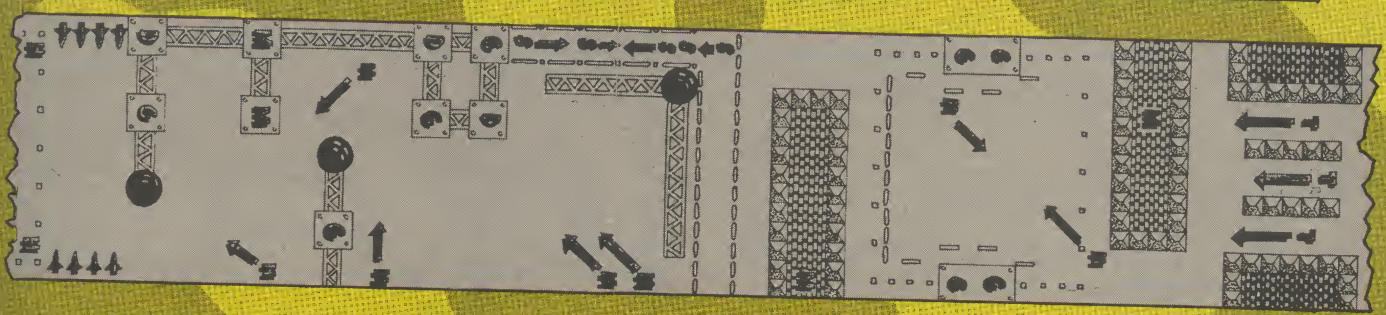
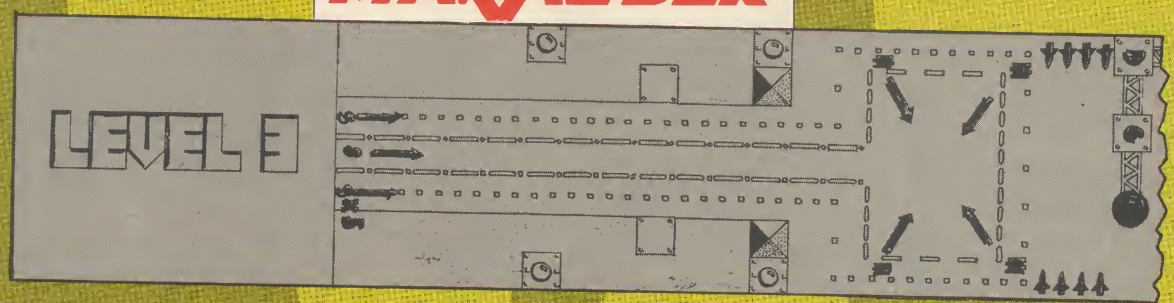
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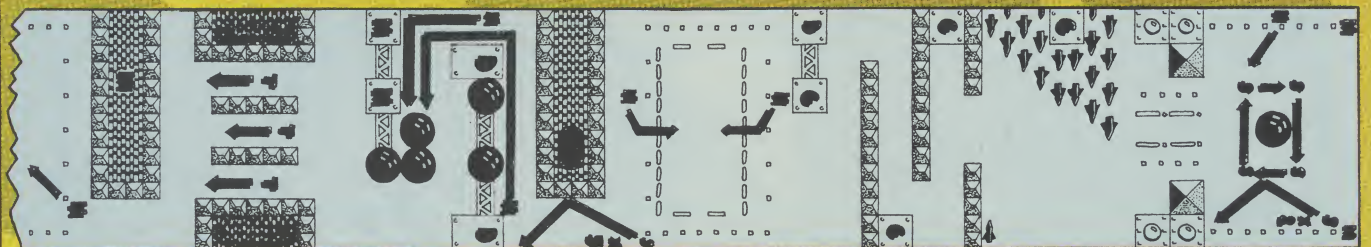
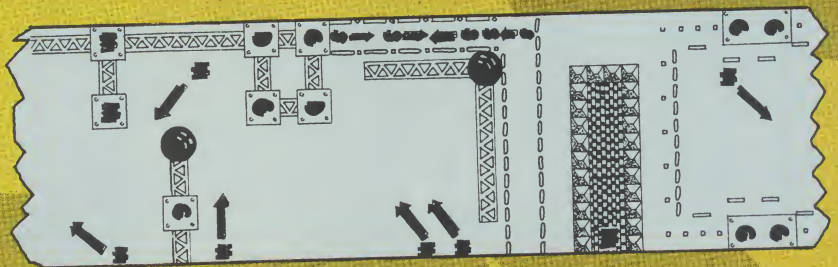
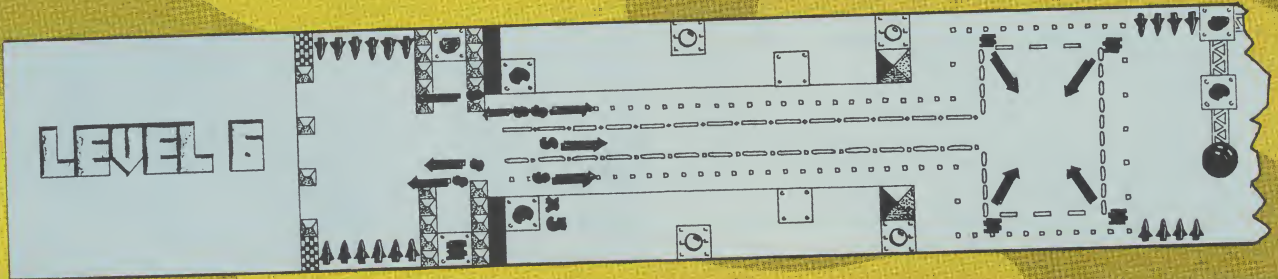
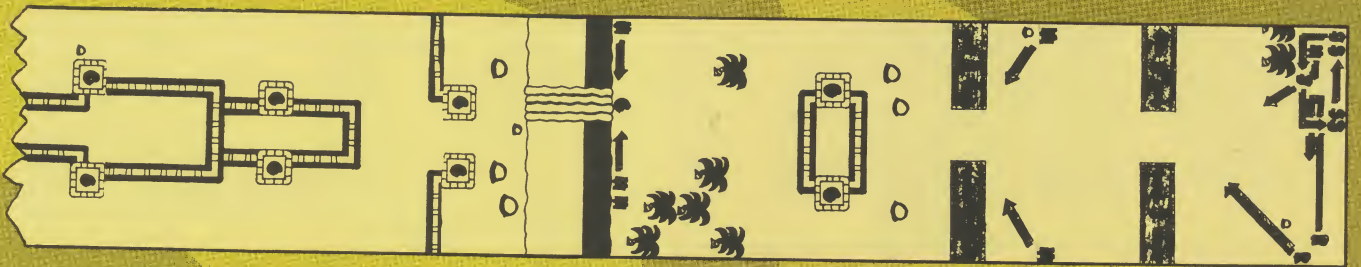
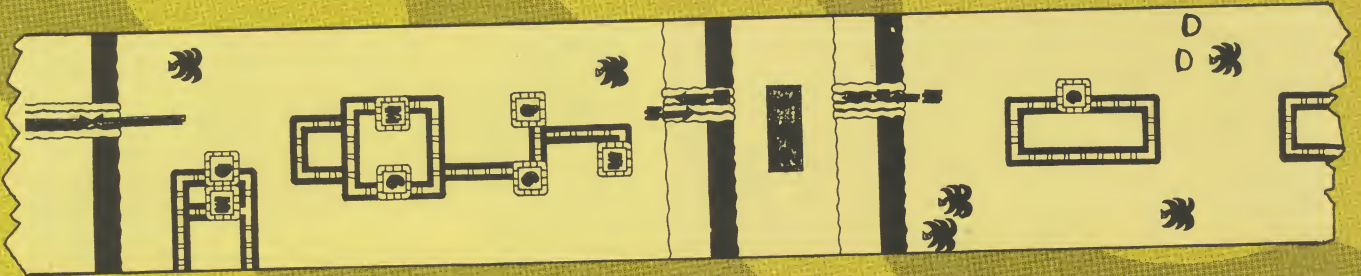
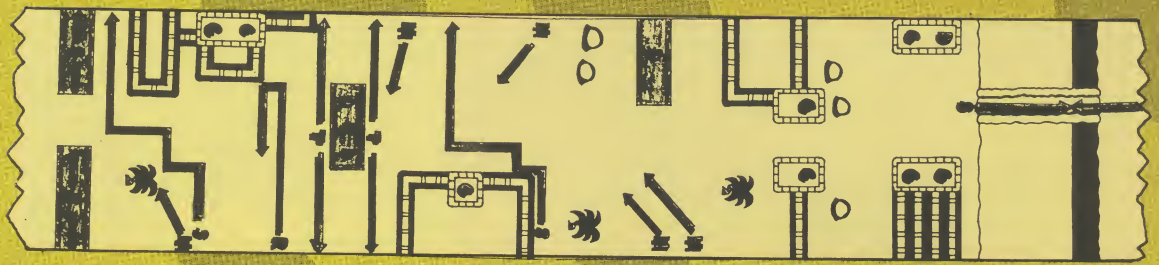
## MARAUDER





# PLAYING TIPS

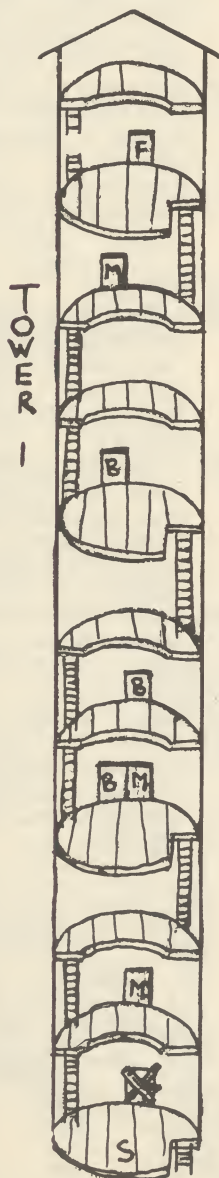
## MARAUDER



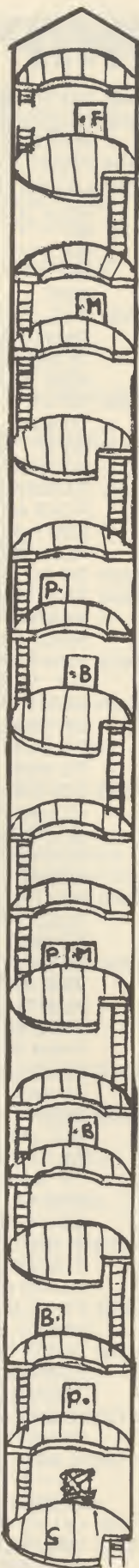


## Mickey Mouse

BY EDDIE	M - MAZE
CHRISTIE	B - BUBBLES
KEY:	P - PIPES
TO THE ROOMS	S - START
	F - FINISH



TOWER 1



## HOT TIPS FOR HOT SHOT

That pinball/breakout offspring, *Hot Shot*, was great fun if a bit difficult for the normal human-being – whenever you wanted the ball to go one way it always seemed to go the other! Well now you can try to better your score with these totally crucial tips from Stuart Ridge of Marazion.

### Level One

The best person to have is Tojoi. When you start, shoot the ball up the side shoots or make a passage way through the bricks. Fire the ball up so it goes to the top of the arena and then turn your graviton guns the way you want the ball to go. After clearing all the bricks, fire the ball straight up so it hits the top of the arena (this gives you points) and keep doing this until the time limit is up.

### Bonus Stage

The best way to get guaranteed points is to catch the ball, fire it straight up and move out of the way – the ball should then settle on the ground. Wait until the clock says about three seconds before running onto the ball killing yourself (sounds risky, though). You will get a big

bonus.

### Level Two

This is quite a hard stage, it's best to hold suck down and point the gun towards the ball at all times. If the ball goes into the plasma re-energisation point (the hole in the middle for the simple folk) then keep your gun still with suck down – moving it can move the ball out.

### Level Three

Possibly the hardest of all the stages. Try to get the last brick as this gives you the bonus. If the computer/opponent gets it then it's hard for you to qualify, or even get to the bonus stage.

### Level Four

An easy stage, don't kill the opponent until you get over 80000; keep shooting the red bricks and replenishing them on the other side to build up points.

### Level Five

The easiest stage of all if you're playing against the computer. Just go to the end of your platform (the one that's farthest from your opponent) and watch the computer kill itself.

## OVER LAND AND SEA

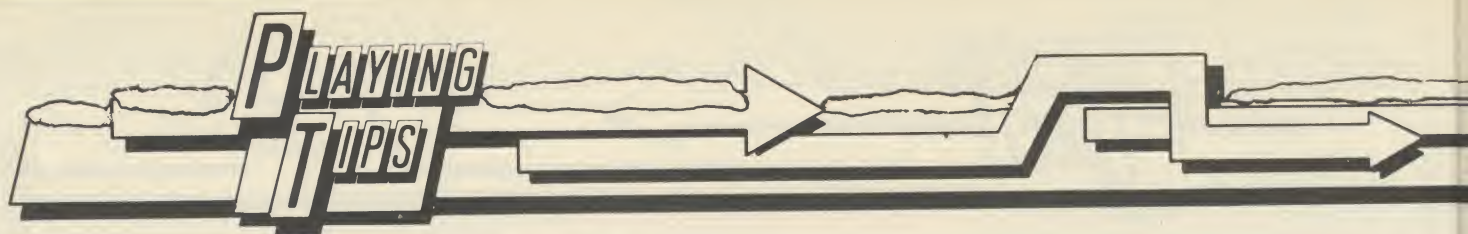
There seems to be an abundance of car chase games around lately: there's US Gold's *Roadblasters*, the jeep section of *19 Part One – Boot Camp* and the one we're concerned with – *Overlander*. These are the only tips you'll need, to really get that customised car of yours ripping over the land. There are from Wez of Walderslade which is a bit greener than the lands in *Overlander*.

- 1 On the first mission, choose the counterfeit money to start with, you'll need the cash.
- 2 You shouldn't need to spend more than \$2000 on fuel (or even less if you use the POKE printed elsewhere in this cornucopia of tips). (Even that isn't in my Long Word Dictionary – LM.)
- 3 Spend the rest of the money on a turbocharger and three rounds of bullet-proofing (each round only protects you once).
- 4 When the roadhogs come from behind, it is easier to bump them into the upturned cars on the roadside than shoot them. But when they

come from ahead the opposite is the best method.

- 5 When you know that the kamikaze bikers are about to appear, drive along one edge of the road. Then they will usually appear on the other side and sweep across the road in front of you, giving you the opportunity to shoot them.
- 6 If you followed the earlier tips then you will have no special weapons. Therefore, when the pick-up trucks appear, line yourself up and hold the fire button down for a second or so. This will automatically fire two rounds and, only on the first level, this will be enough to destroy them.
- 7 When choosing equipment the second time around armour plating is a must, and ram-plates will be a help (armour makes you immune to bikers and each ram-plate will protect once when you crash into a barrier from Snake Canyon onwards).
- 8 Lastly, when you do get to the barriers, SLOWDOWN. (Better to be safe than sorry as Lloyd's granny is always reminding me.)





# THE GREAT GUNSHIP EDITOR

Gather round, gather round, here is the tip of the decade! Have you ever been playing that brilliant MicroProse simulation *Gunship* and wished you could be a Colonel with all the medals there was to have? Well now you can, and even cheat with this fantastic program from Peter Tan of Singapore. If you type it in (128K/+2 and +3 users should select 48K BASIC mode) and run it you can edit your service card and save the data to tape. Then load the game as normal and go to the option of loading in a new card. Load in your saved data and all those goodies will be yours. Easy!

```

1  REM GUNSHIP EDITOR
  (C) 1988 PETER TAN
  FOR CRASH
10  BORDER 0: PAPER 0:
  INK 7: CLS: GO SUB
  6000
20  LET A$="GUNSHIP
  EDITOR": PRINT AT
  0,(32-LEN A$)/2: PAPEF
  2: A$: PRINT AT 1,3:
  PAPER 1: (C) 1988
  PETER TAN FOR
  CRASH"
30  PRINT "TAB 3: (1) Dis-
  play Service
  Record" TAB 3: (2)
  Load Service
  Record" TAB 3: (3)
  Save Service
  Record" TAB 3: (4)
  Alter Service
  Record" TAB 3: (5) Exit
  Program"
40  PRINT AT 18,7: FLASH 1:
  "PRESS KEY TO
  SELECT"
50  LET I$=INKEY$: IF
  I$=" " OR (I$<"1" OR
  I$>"5") THEN GO TO 50
60  GO TO (1E3*VAL I$)
1000 REM DISPLAY
1010 CLS: PRINT TAB 9:
  PAPER 2: INK 6: "SER-
  VICE RECORD"
1015 PRINT "Name: ";
1020 LET A$="": FOR
  N=40000 TO 40019:
  LET A$=A$+(CHR$
  PEEK N AND PEEK
  N>31): NEXT N: PRINT
  A$
1030 PRINT "Rank: "; GO
  SUB 6100: PRINT A$
1040 PRINT "Score:
  ";(PEEK
  40021+256*PEEK
  40022)*10
1050 PRINT "Cheat:
  ";("YES" AND PEEK

```

```

  40049)+("NO" AND
  NOT PEEK 40049)
1060 PRINT "MIA: ";("YES"
  AND PEEK
  40046)+("NO" AND
  NOT PEEK 40046)
1062 PRINT "KIA: ";("YES"
  AND PEEK
  40047)+("NO" AND
  NOT PEEK 40047)
1065 PRINT "Service
  Reprimands: ";PEEK
  40023
1070 PRINT "INK 5: MED-
  ALS: "
1080 RESTORE 6500: REM
  MEDAL TABLE
1090 FOR N=40024 TO
  40035: READ A$
1100 IF PEEK N<>0 THEN
  PRINT PEEK N: " ";A$
1110 NEXT N
1200 PRINT #0: PAPER 6:
  INK 0: "PRESS ANY
  KEY TO CONTINUE "
1210 IF INKEY$=" " THEN
  GO TO 1210
1220 CLS: GO TO 20
2000 REM LOAD
2010 RANDOMIZE USR
  23296: CLS: GO TO 20
3000 REM SAVE
3010 PRINT #1: "Start tape
  then press any key":
  PAUSE 0: INPUT " "
3020 RANDOMIZE USR
  23310: CLS: GO TO 20
4000 REM ALTER
4010 CLS: PRINT TAB 12:
  PAPER 4: INK
  0: "ALTER "
4020 PRINT "1) Name", "4)
  Medals", "2)
  Rank", "5) Srvce
  Repmnd", "3)
  Score", "6) Cheat", "7)
  KIA", "8) MIA", "9)
  Exit"
4030 PRINT AT 8,7: FLASH
  1: INK 6: "PLEASE
  SELECT KEY"
4040 LET I$=INKEY$: IF
  I$=" " OR (I$<"1" OR
  I$>"9") THEN GO TO
  4040
4050 PRINT AT 8,0,: GO TO
  (100* VAL I$+4E3)
4100 INPUT "NAME (MAX
  15 LETTERS)? " LINE
  A$
4110 IF A$=" " OR LEN
  A$>15 THEN GO TO
  4100
4120 FOR N=1 TO LEN A$:
  POKE 39999+N, CODE
  A$(N): NEXT N
4130 FOR N=(LEN A$)+1
  TO 15: POKE
  39999+N,0: NEXT N

```

```

4150 GO TO 4030
4200 RESTORE 6110: FOR
  N=1 TO 8: READ A$
4210 PRINT #0: A$; " (Y/N)"
4220 LET I$=INKEY$: IF
  I$<>"y" AND
  I$<>"Y" AND
  I$<>"n" AND
  I$<>"N" THEN GO TO
  4220
4230 IF I$="y" OR I$="Y"
  THEN POKE 40020,(N-
  1): INPUT " ": GO TO
  4030
4240 INPUT " ": NEXT N: GO
  TO 4030
4300 INPUT "ENTER
  SCORE: ";SC
4310 RANDOMIZE (SC/10):
  POKE 40022, PEEK
  23671: POKE 40021,
  PEEK 23670
4320 GO TO 4030
4400 RESTORE 6500: FOR
  N=40024 TO 40035:
  READ A$
4410 PRINT AT 10,0: PEEK
  N: " ";A$,,
4420 INPUT "HOW MANY
  OF THIS? ";M: IF M<0
  OR M>255 THEN GO
  TO 4420
4430 POKE N,M: PRINT AT
  10,0:M: PRINT
  #1: "PRESS ANY KEY
  TO CONTINUE":
  PAUSE 0
4440 NEXT N: PRINT AT
  10,0,: INPUT " ": GO
  TO 4030
4500 INPUT "NO OF SER-
  VICE REPRIMANDS
  WANTED? ";SR: IF
  SR<0 OR SR>255
  THEN GO TO 4500
4510 POKE 40023,SR: GO
  TO 4030
4600 INPUT "CHEAT (Y/
  N)? ";A$: IF A$=" " OR
  A$<>"y" AND A$<>
  "n" AND A$<>"Y"
  AND A$<>"N" THEN
  GO TO 4600
4610 IF A$="y" OR A$="Y"
  THEN POKE 40049,45:
  GO TO 4030
4620 POKE 40049,0: GO TO
  4030
4700 INPUT "KIA (Y/N)? ";
  LINE A$: IF A$=" "
  THEN GO TO 4700
4710 IF A$="y" OR A$="Y"
  THEN POKE 40047,1
4720 IF A$="n" OR
  A$="N" THEN POKE
  40047,0
4730 GO TO 4030
4800 INPUT "MIA (Y/N)? ";
  LINE A$: IF A$=" "

```

```

  THEN GO TO 4800
4810 IF A$="y" OR A$="Y"
  THEN POKE 40046,1
4820 IF A$="n" OR
  A$="N" THEN POKE
  40046,0
4830 GO TO 4030
4900 CLS: GO TO 20
5000 REM EXIT
5010 FLASH 1: CLS: FLASH
  0: PRINT AT
  10,12: "BYE BYE!"
5020 RANDOMIZE USR 0
6000 REM LOAD AND SAVE
6010 RESTORE 6020: FOR
  N=23296 TO 23323:
  READ A: POKE N,A:
  NEXT N
6020 RETURN
6030 DATA 55, 62, 255, 221,
  33, 64, 156, 17, 52, 0,
  205, 86, 5, 201, 167, 62,
  255, 221, 33, 64, 156,
  15, 52, 0, 205, 194, 4,
  201
6100 RESTORE 6110: FOR
  N=1 TO (PEEK
  40020)+1: READ A$:
  NEXT N
6110 DATA "SGT", "WO1",
  "2ND LIEUT",
  "CAPT", "MAJ",
  "LT.C", "COL"
6120 RETURN
6500 DATA "NATIONAL
  DEFENCE SERVICE",
  "SOUTHEAST ASIA
  CAMPAIGN", "CEN-
  TRAL AMERICA CAM-
  PAIGN"
6510 DATA "MIDDLE EAST
  CAMPAIGN", "WEST-
  ERN EUROPE CAM-
  PAIGN", "AIR
  MEDAL", "PURPLE
  HEART"
6520 DATA "ARMY COM-
  MENDATION
  MEDAL", "BRONZE
  STAR OF VAL-
  OUR", "SILVER
  STAR", "DISTRIN-
  GUISHED SERVICE
  CROSS", "CONGRES-
  SIONAL MEDAL OF
  HONOUR"

```





# ALL-TIME GREAT POKES

Remember that free booklet in the October issue? Well, as you all naturally went out and bought every game on our list I thought I'd be a good soul, and print the all time great POKES for the games, so you could enjoy them even more than before. I've delved into the back issues and brought them all up to date, just for you.

## 3D DEATHCHASE INVINCIBLE

```
5 REM DEATHCHASE
6 REM TIM DEILY
10 FOR G=32740 TO
  32758: READ A: POKE
  G,A: NEXT G
20 RANDOMIZE USR
  32740
30 DATA 62,255,55,17,72,
  63
40 DATA 221,33,0,64,205,
  86
50 DATA 6,62,0,50,95,
  103,201
```

## ATIC ATAC INFINITE LIVES

```
10 LOAD ""SCREEN$
20 LOAD ""CODE: LOAD
  ""CODE: LOAD
  ""CODE
30 POKE 36519,0
40 POKE 35353,0
50 POKE 39092,92
60 PRINT USR 23424
```

## ZYNAPS INVINCIBLE & LIVES

```
6 REM ZYNAPS POKE
20 REM BY MEL THE
  CHEAT
30 BORDER 0: PAPER 0:
  INK 7
40 CLEAR 32767
50 LET I=62
60 INPUT "HOW MANY
  LIVES (1-255)?":N
70 INPUT "INVINCIBLE (Y/
  N)?":A$:
80 IF A$="Y" THEN LET
```

```
I=201
90 PRINT AT 11,0;"START
  ZYNAPS TAPE FROM
  START"
100 LOAD ""CODE
110 POKE 64531,214
130 RANDOMIZE USR
  64512
140 POKE 65115,15
150 FOR I=23311 TO 23323
160 READ A: POKE F,A:
  NEXT F
170 DATA 62,N,50,208,175
180 DATA 62,1,50,95,155
190 DATA 195,0,128
200 RANDOMIZE USR
  65082
```

## MIKIE INFINITE LIVES

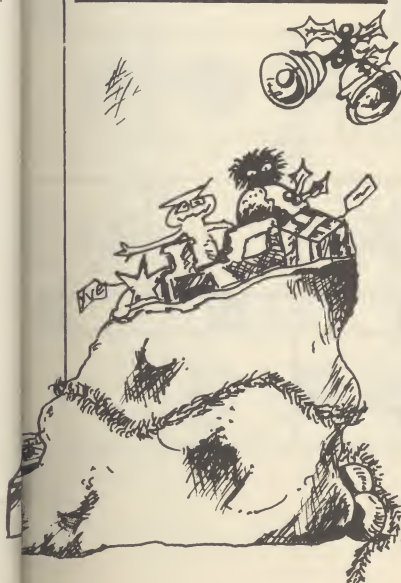
```
10 BORDER 0: PAPER 0:
  INK 0
20 CLEAR 65535
30 RESTORE
40 LET TOT=0: LET B=1
50 FOR N=23296 TO
  23457: READ A: POKE
  N,A
60 LET TOT=TOT+A*B:
  LET B=B+1
70 NEXT N
80 IF TOT=1547454 THEN
  PRINT INK 7;"ERROR IN
  DATA":STOP
90 PRINT INK 7;AT
  9,4;"PLAY IN MIKIE
  MASTER TAPE":AT
  11,10;"FROM THE
  START"
100 RANDOMIZE USR
  23296
1000 DATA 237,091,083,
  092,042
1010 DATA 089,092,043,
  205,229
1020 DATA 025,221,033,
  224,091
1030 DATA 017,017,000,
  175,055
1040 DATA 205,086,005,
  042,083
1050 DATA 092,237,075,
  235,091
1060 DATA 205,085,022,
  221,042
1070 DATA 083,092,237,
  091,235
1080 DATA 091,062,255,
  055,205
1090 DATA 086,005,042,
  083,092
1100 DATA 017,050,002,
  025,017
1110 092,043,205,229
1020 DATA 025,221,033,
```

```
224,091
1030 DATA 017,017,000,
  175,055
1040 DATA 205,086,005,
  042,083
1050 DATA 018,248,001,
  105,002
1120 DATA 205,139,091,
  205,126
1130 DATA 091,033,064,
  248,017
1140 DATA 064,247,001,
  128,000
1150 DATA 237,176,062,
  247,050
1160 DATA 089,247,050,
  093,247
1170 DATA 050,101,247,
  050,121
1180 DATA 247,062,201,
  050,122
1190 DATA 247,205,064,
  247,033
1200 DATA 113,091,017,
  086,250
1210 DATA 001,013,000,
  237,176
1220 DATA 195,020,250,
  175,033
1230 DATA 138,159,006,
  006,119
1240 DATA 035,016,252,
  049,118
1250 DATA 105,062,249,
  050,161
1260 DATA 091,033,064,
  248,229
1270 DATA 209,001,059,
  002,058
1280 DATA 161,091,206,
  010,056
1290 DATA 011,050,161,
  091,174
1300 DATA 119,237,160,
  234,139
1310 DATA 091,201,198,
  128,024
1320 DATA 241,193
224,091
1030 DATA 017,017,000,
  175,055
1040 DATA 205,086,005,
  042,083
1050 DATA 018,248,001,
  105,002
1120 DATA 205,139,091,
  205,126
1130 DATA 091,033,064,
  248,017
1140 DATA 064,247,001,
  128,000
1150 DATA 237,176,062,
  247,050
1160 DATA 089,247,050,
  093,247
1170 DATA 050,101,247,
  050,121
1180 DATA 247,062,201,
  050,122
1190 DATA 247,205,064,
  247,033
1200 DATA 113,091,017,
  086,250
1210 DATA 001,013,000,
  237,176
1220 DATA 195,020,250,
  175,033
1230 DATA 138,159,006,
  006,119
1240 DATA 035,016,252,
  049,118
1250 DATA 105,062,249,
  050,161
1260 DATA 091,033,064,
  248,229
1270 DATA 209,001,059,
  002,058
1280 DATA 161,091,206,
  010,056
1290 DATA 011,050,161,
  091,174
1300 DATA 119,237,160,
  234,139
1310 DATA 091,201,198,
  128,024
1320 DATA 241,193
```



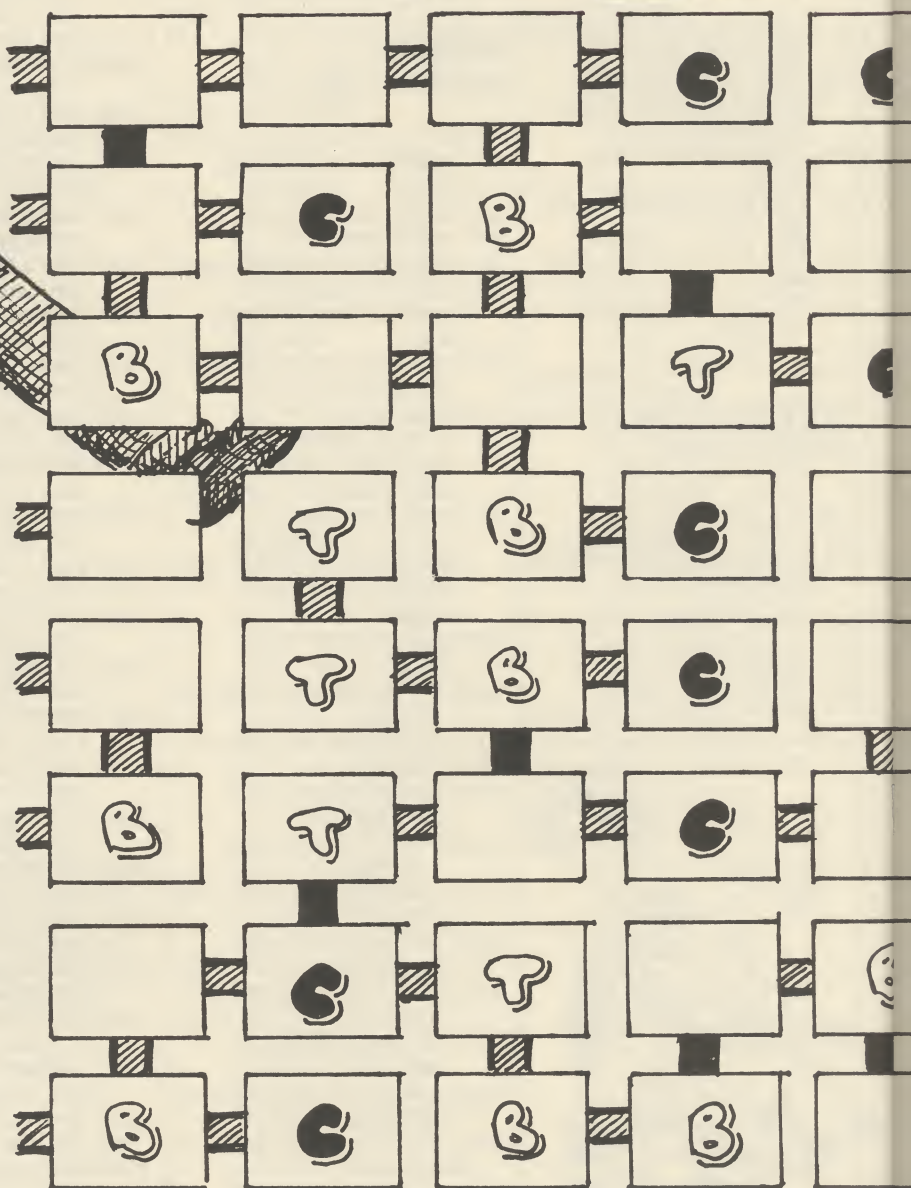
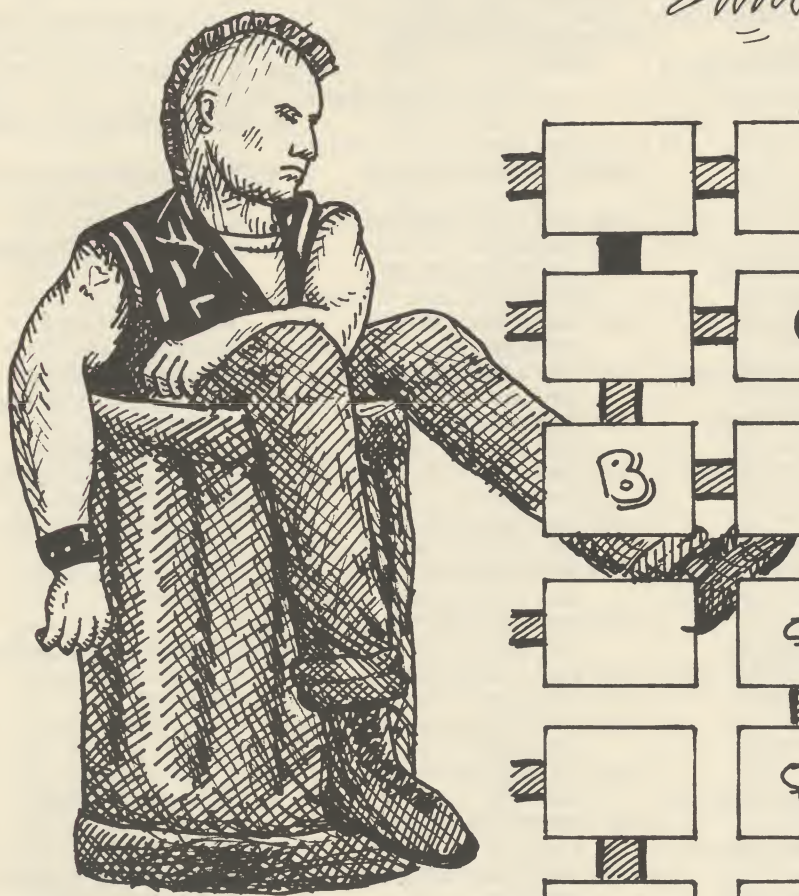
## ROLLER COASTER INFINITE LIVES

```
10 RESTORE
20 FOR N = 23300 TO
  23326: READ A: POKE N,
  A: NEXT N
30 DATA 243,049,232,096,
  175
40 DATA 253,033,255,090,
  033
50 DATA 000,250,205,093,
  250
60 DATA 175,033,242,142,
  119
70 DATA 035,119,035,119,
  195
80 DATA 060,140
90 PRINT AT 4,13;FLASH
  1;"SELECT"
100 PRINT AT 8,7;"1
  UNLIMITED LIVES"
110 PRINT AT 10,7;"2
  NUMBER OF LIVES"
120 PRINT AT 15,8;"PRESS
  KEY 1 OR 2"
130 LET A$=INKEY$: IF
  A$="" THEN GO TO 130
140 BEEP .1,1: IF A$="1"
  OR A$="2" THEN GO
  TO 130
150 IF A$="1" THEN GO
  SUB 200
160 CLS
170 PRINT AT 9,3;"PLAY IN
  ROLLER MASTER
  TAPE":AT
  11,10;"FROM THE
  START"
180 LOAD ""CODE
190 RANDOMIZE USR
  23300
200 CLS
210 PRINT AT 9,2;"Enter No.
  of Lives (10 to 255)"
220 INPUT B$: BEEP .1,1
230 IF B$="" THEN GO TO
  220
240 FOR C=1 TO LEN B$
250 IF B$(C)="0" OR
  B$(C)="9" THEN GO TO
  220
260 NEXT C
270 LET LIVES=VAL B$
280 IF LIVES=10 OR
  LIVES=255 THEN GO
  TO 220
290 FOR N=23315 TO
  23322: READ A: POKE
  N,A: NEXT N
300 DATA 062,LIVES,050,
  076,152
310 DATA 195,060,140
320 RETURN
```

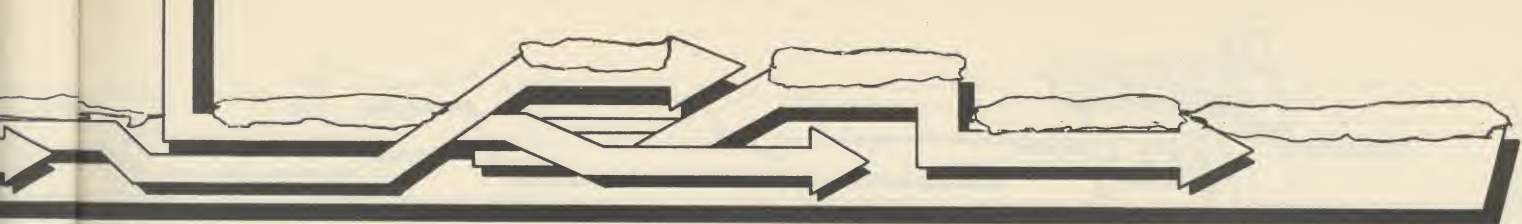




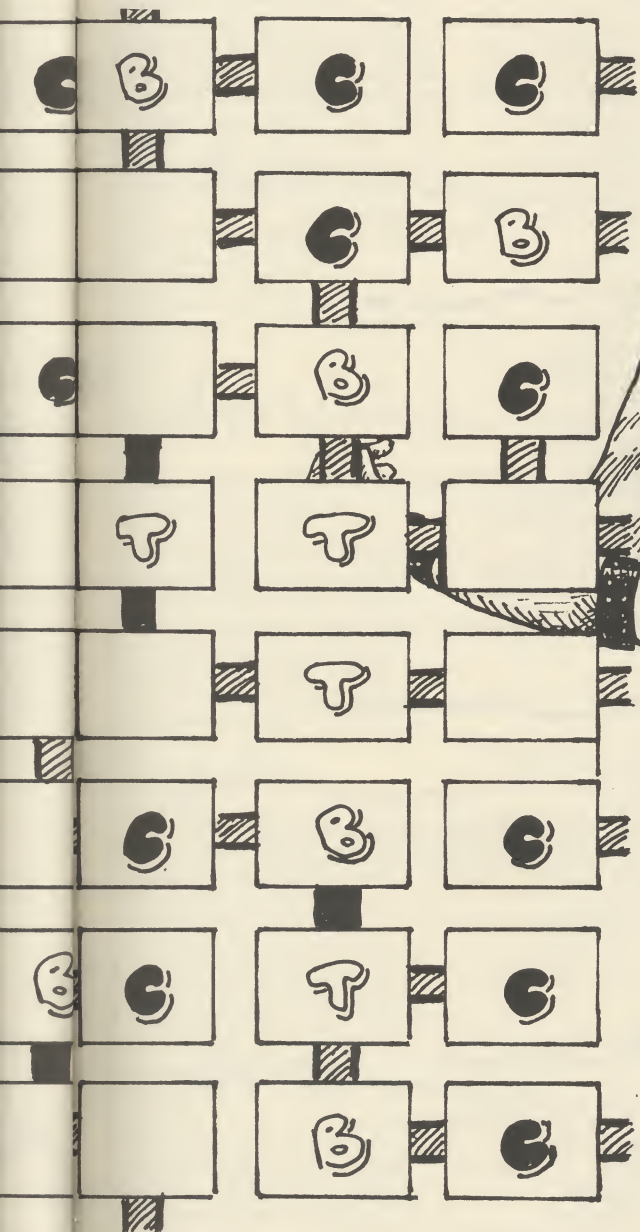
# JOE BLADE II



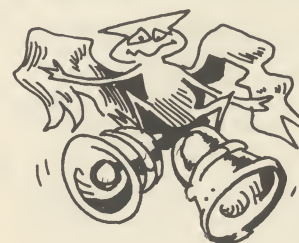
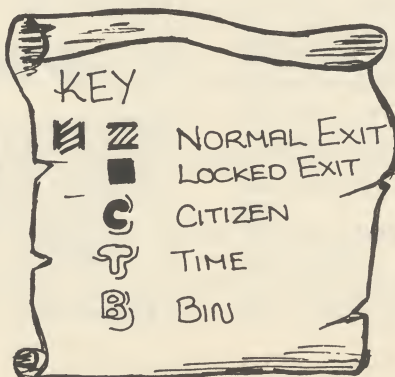




*he map*



Cor, this Peter Stavers bloke is good. All the maps he sends in are covered in excellent artwork, and you can still make out all the details to help you while playing the game. Here is his great map of Joe Blade II, well done Stav!





# PLAYING TIPS

# MORE MULTIFACE POKES THAN COULD STUFF A CHICKEN!!

Part One

Half of the letters I receive must be about that brilliant Romantic Robot invention, the Multiface 1. Over the last few months I have been sent pages and pages of the POKES and there have been some letters from people wanting to know exactly what a Multiface POKE is and how to put them into the computer. Well, here

especially for those people is an explanation and an A-Z of Multiface POKES to ponder over. The senders of this little lot are Daniel Harper of Waddington and Nicholas Pirie of Flamstead. Oh, by the way, 'n' means you have to put in the number of lives you want (maximum number is 255).

## The Crucial Guide To Multifacing

To start with you must have either a Multiface 1, 128 or 3 depending on your computer. You then have to load the game as usual using the command LOAD "" or the TAPE LOADER option on the 128K, +2 and +3. When it has loaded, press the red button on top of the Multiface to freeze the program. Now you must type T for tool.

You should now get the menu that allows you to insert a POKE. Type SPACE and enter the number of the address you want to POKE (the five figure one). Type in the figure that follows it (0-255) and press ENTER. If you want to enter more than one POKE then press SPACE again and insert another one. When you have finished press Q and R to return to the program. There, simple isn't it?

A

Action Force II Energy 51454,36  
Ace Immortality 32506,0+32507,0+32508,0  
Ad Astra Better Fire Power 28591,0+282592,0+28593,0  
Agent X Time & Lives 26099,0+25917,0  
Agent X II Lives (Part 1) 57821,0  
Lives (Part 2) 62499,0  
Lives (Part 3) 50561,0  
Ah Diddums Lives 24942,n  
Airwolf 2 Lives 53471,0  
Alien 8 Immortality 43735,201  
Alien Highway Immunity & Time 39443,0+39142,0+35125,0  
Aliens Ammo 31014,0  
No Capture 30768,0+34484,195  
Amaurote No Bomb Bounce 46192,0  
Amazon Women Lives 57690,183  
Android Lives 52250,32  
Arcadia Lives 25776,0  
Arkanoid Lives 33702,0  
Army Moves Lives (Part 1) 54597,0  
Lives (Part 2) 53772,0  
Athena Megajumps 50267,0  
Time 55268,61  
Lives 51212,0  
Attack Of Killer Tomatoes Time 25323,0  
Lives 49433,81  
Auf Wiedersehen Monty Immunity 42160,201  
Walk On Water 37002,0

B

Basil The Great Mouse Detective Lives 41296,0+41968,201  
Batman Lives 36798,0  
Batty Lives 47633,n  
Bionic Commando Lives 34690,0  
Booty Lives 58294,0  
Boulder Lives 36610,0  
Bubbler Lives 57517,0  
Bobby Bearing Lives 28094,36  
Bubble Bobble Lives 43871,52  
Bombjack II Lives 25379,0  
Barbarian (Palace) Lives 51005,n  
Barbarian (Psygnosis) Lives 27680,n

C

Car Wars Lives 32337,0  
Catch 23 Ammo 46813,0  
Bombs 61635,0  
Cauldron Lives 40060,0  
Cauldron II Lives 52133,0  
Chiller Lives 34025,0  
Chuckie Egg Lives 42873,0  
Chuckie Egg 2 Lives 35453,0  
Cobra Lives 36515,183  
Critical Mass Energy 56879,0  
Crystal Castles Lives 63763,0  
Cybernoid Lives 24917,255  
Cybernoid II Ammo 32202,0

D

Dan Dare Energy 23974,168  
Dan Dare 2 Time 23453,237  
Lives 23450,212  
Death Wish 3 The Lot! 38678,183+39353,183+43301,183  
Deflektor The Lot! 34473,0+41784,0+42707,201  
Dizzy Immunity 54216,0  
Driller Energy 48246,0  
Druid Energy 24890,201  
Druid 2 Energy 30012,58  
Dragon's Lair Lives 51867,0

E

Elite (48) Dead Aliens 46848,201  
Enduro Racer Time 43542,0+43643,0  
Exolon Immunity 38120,201  
Ammo 31646,0  
Grenades 35456,0  
No Nasties 42338,0  
No Cannon Fire 36845,0  
Lives 38221,0  
Eskimo Eddie Lives 24686,24+24687,76



**F**

**Fat Worm Immunity** 30624,201  
**Firelord Lives** 34509,0  
**Freddy Hardest Lives (Part 1)** 64011,24  
**Lives (Part 2)** 61607,183  
**Future Knight Energy** 31683,0  
**Fairlight 2 Energy** 30429,0  
**No Locked Doors** 32027,24  
**Carry Anything** 31341,0  
**Firefly Lives** 44997,255  
**Flying Shark Lives** 54462,201  
**Smart Bombs** 54379,3

**G**

**Ghosts 'N' Goblins Lives** 33352,201  
**Extra Speed** 33433,201  
**Goonies Lives** 33400,183  
**Great Gurianos Lives** 34962,0  
**Green Beret Lives** 42076,0  
**Gryzor Lives** 33015,n  
**Great Escape, The Energy** 41953,183  
**Garfield No Hunger** 33595,0  
**Gyroscope The Lot!** 53887,201+59149,0  
**Gothik Lives** 43934,58+42110,58

**H**

**Head Over Heels Immunity** 43132,0  
**Lives** 42195,0  
**Super Jumps** 35315,0  
**Hysteria Invincible** 44588,201  
**Heist 2012 Lives** 36106,12+36190,12

**I**

**Indiana Jones And The Temple Of Doom Lives** 33948,0  
**I, Ball 2 Lives** 43384,n  
**Time** 49483,0  
**Ikari Warriors Invincible** 40272,0  
**Impossaball Lives** 41185,0  
**Time** 37706,0+37539,0  
**Into The Eagles' Nest Ammo** 36640,0+36641,0  
**Keys** 40512,0+40513,0  
**Hits** 41136,0+41137,0  
**Explosives** 40096,195  
**Time** 36640,0+33641,0

**J**

**Jack The Nipper Immunity** 44278,58+44285,58  
**Jack The Nipper II Lives** 43251,0  
**Jailbreak Lives** 50651,0  
**Joe Blade Stops The Clock** 65026,50+38506,0  
**Doors Unlocked** 65029,50  
**No Enemies** 65032,50  
**Energy** 65035+37797,0  
**Judge Dredd Lives** 24936,24

**K**

**Karnov Lives** 32972,0  
**Knightmare Energy** 38686,16+38693,16  
**Kokotoni Wilf Lives** 42214,n  
**Krakout Lives** 46565,0  
**Kai Temple Lives** 47783,0+47824,0  
**Killer Ring Lives** 33636,0  
**Kosmic Kanga Lives** 36212,0

"O! You Lot!  
 THERE'S MORE OF  
 TH'S LOT ON PAGE 60!  
 ALRIGHT!  
 TA!"



Stand by all you adventurers because I, Nick Roberts, the Warlock of the West, have got a feast of adventure tips, POKEs and maps that were too big to be printed in Samara's Sign Stumps this month. I have a map of that great adventure, *Rigel's Revenge* delightfully drawn by Robin Lincoln and Sarah Wills. Sarah also enclosed a few of pictures of herself to accompany

the map. You get the formal one, I get the rest! I certainly hope we will be seeing more of Sarah in the future (not like that, Dom!). There's also a POKE for one of the first adventures I ever played, *Lords Of Midnight* which does almost everything you could wish for. Plus a multitude of tips. So venture into that jungle of tips my friend...

## LORDS OF MIDNIGHT

5 REM LORDS OF MIDNIGHT POKES BY KM JONES  
 10 BORDER 0: PAPER 7: INK 7: CLS: PRINT PAPER 0; INVERSE 1; "Start Midnight tape": LOAD ""CODE 16384  
 20 LET I=23317  
 30 READ J: IF J<>256 THEN POKE I,J: LET I=I+1: GO TO 30  
 40 RANDOMIZE USR 23300  
 100 REM CONTROL EVERYONE  
 110 DATA 33, 0, 0, 34, 148, 96, 34, 97, 253, 34, 99, 253  
 120 REM NOT KILLED BY WOLVES  
 130 DATA 62, 195, 50, 146, 100, 33, 187, 100, 34, 147, 100  
 140 REM MOVE AT NIGHT  
 150 DATA 33, 0, 0, 34, 224, 98, 34, 225, 98  
 160 REM NEVER BECOME TIRED (one for all you editors out there - Ed)  
 170 DATA 62, 195, 50, 90, 99, 33, 108, 99, 34, 91, 99, 62, 249, 50, 75, 100  
 180 REM ANYONE CAN HIDE (but you can't escape - Ed)  
 190 DATA 62, 195, 50, 194, 253, 33, 215, 253, 34, 195, 253  
 200 REM RECRUIT FROM ANY RACE  
 210 DATA 33, 0, 0, 34, 73, 254, 175, 50, 237, 253

220 REM INFINITE SHELTER (for all my sheep - Phil)  
 230 DATA 62, 66, 50, 21, 100, 62, 57, 50, 30, 100, 62, 47  
 240 DATA 50, 40, 100, 62, 36, 50, 51, 100, 62, 19, 50, 68, 100  
 250 REM END MARKER (DO NOT DELETE)  
 260 DATA 195, 117, 96, 256

All you have to do is delete the lines that you don't want. This is what each one does...

**Control everyone:** using this POKE, you are able to move characters you haven't recruited.

**Not killed by wolves:** with this one you are safe - even if you don't have an army - as far as wolves, skulkrin, dragons and ice trolls are concerned.

**Move at night:** using this you could complete your quest in one day (or night).

**Never get tired:** using this you can move without ever needing to rest or shelter.

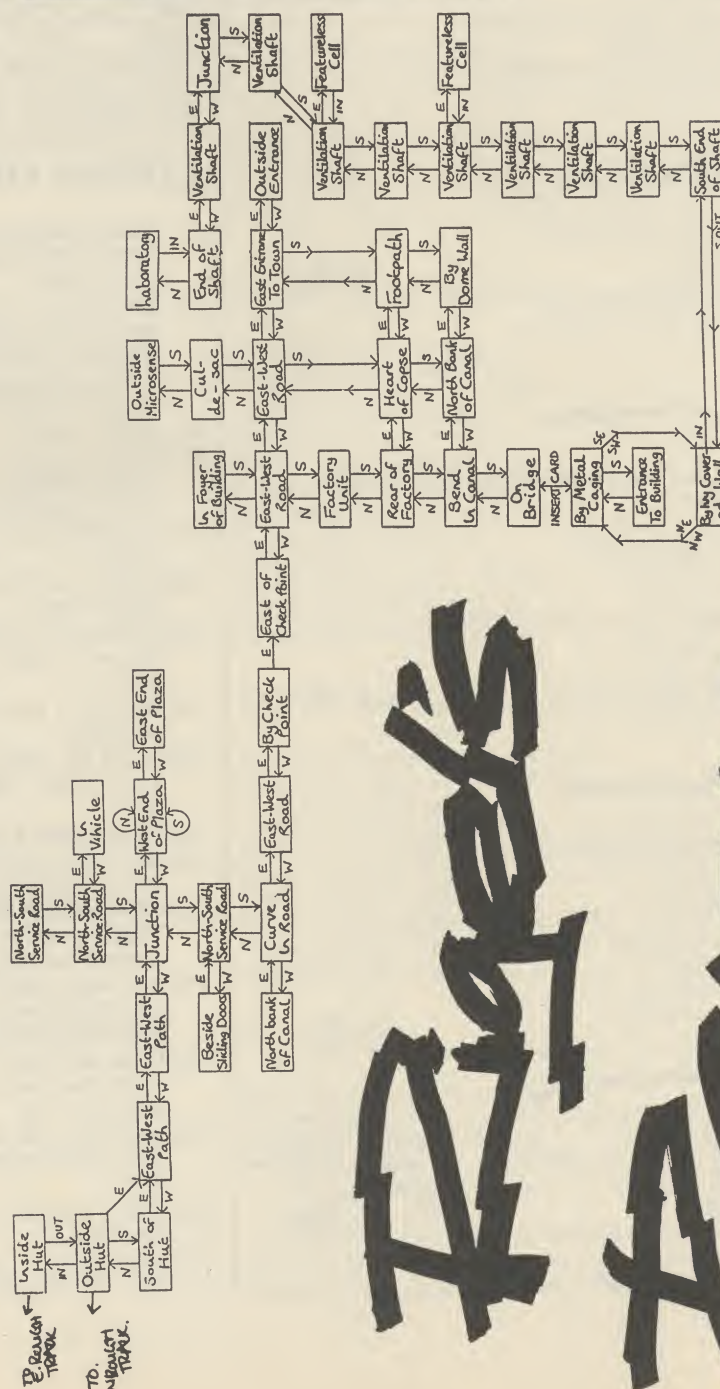
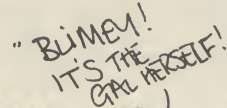
**Anyone can hide:** this enables a character to hide, even though the character has 2400 warriors and riders or if he is Morkin.

**Recruit from any race:** with this, Chimeril could recruit Utarg's men, Thimrath could recruit riders from the Citadel or Xajorkith... you can even recruit Doomdark's men!

**Infinite shelter:** using this POKE you are able to use shelter, Waters of Life, guidance etc without them ever running out.



IT'S A HARD  
LIFE BEING  
MADE OF  
SNOW!



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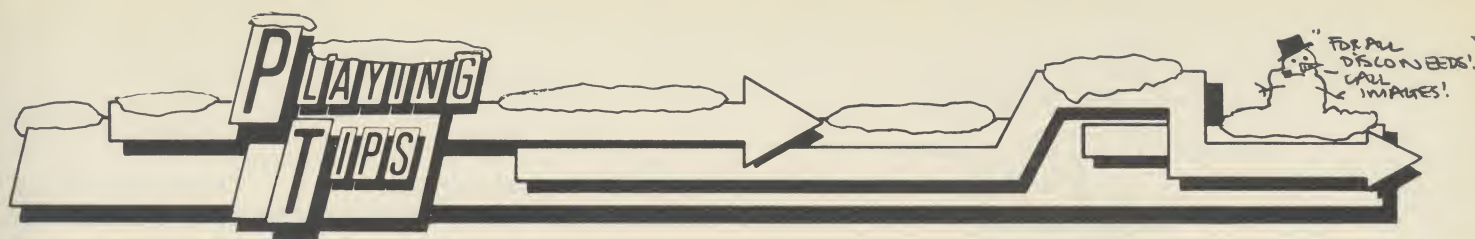
Buy The In Crowd, on the other hand, and you could end up in New York.

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It's silly Christmas song time with that well known little ditty, The Twelve Days Of Christmas but this one is slightly different, it's The Twelve POKEs Of Christmas! Who knows, perhaps it will be Christmas number one! The contributors to this feast of fun are the great favourites The Tefal Men and The Howdon Hackers who have been joined by Anthony Johnson from London, AJA also from London, Chish 'N' Fips from a frying pan (!) and Kevin Southern of Newtown (Powys). So song books at the ready and here we go...

For the first POKE of Christmas my true love gave to me...

*Infinite time on the assault course in*

## 19 PART ONE - BOOT CAMP

- 10 REM 19 PART ONE - BOOT CAMP HACK
- 20 BY ANTHONY JOHNSON
- 30 CLEAR 24477: LOAD ""CODE
- 40 POKE 23730,179: POKE 23731,95
- 50 POKE 24687,21: POKE 24688,250
- 60 FOR A=60021 TO 60057: READ B: POKE A,B: NEXT A
- 70 RANDOMIZE USR 24500
- 80 DATA 33, 30, 250, 34, 135, 130
- 90 DATA 195, 211, 128, 33, 50, 250, 17, 250
- 100 DATA 95, 1, 10, 0, 237, 176, 33
- 110 DATA 250, 95, 4, 191, 134, 195
- 120 DATA 211, 128, 62, 58, 50, 160
- 130 DATA 148, 195, 69, 125

For the second POKE of Christmas my true love gave to me...

*Infinite mines and missiles for my*

## ARCTIC FOX

- 10 REM ARCTIC FOX HACK
- 20 REM BY ANTHONY JOHNSON
- 30 LOAD ""CODE 64000
- 40 POKE 64056,20: POKE 64057,254
- 50 FOR A=65044 TO 65053: READ B: POKE A,B: NEXT A
- 60 DATA 175, 50, 66, 196, 50, 244
- 70 DATA 192, 195, 192, 93

For the third POKE of Christmas my true love gave to me...

*Infinite lives and arrows for*

## BARBARIAN

- 10 REM BARBARIAN (Psygnosis) HACK
- 20 REM (C) AJA
- 30 LOAD ""CODE: POKE 39830,12: POKE 39831,250
- 40 RANDOMIZE USR 39680: POKE 37480,36
- 50 FOR F=64000 TO 64007: READ A: POKE F,A: NEXT F
- 60 RANDOMIZE USR 64000
- 70 DATA 175, 50, 214, 148, 195, 102, 237, 0

For the fourth POKE of Christmas my true love gave to me...

## VIRUS

*and some infinite lives and bombs*

- 10 REM VIRUS HACK
- 20 REM BY ANTHONY

- JOHNSON
- 30 CLEAR 49000: LOAD ""CODE
- 40 POKE 52564,205: POKE 52565,20: POKE 52566,128
- 50 FOR A=32788 TO 32846: READ B: POKE A,B: NEXT A
- 60 RANDOMIZE USR 52480
- 70 DATA 50, 21, 255, 122, 254, 46
- 80 DATA 192, 62, 50, 50, 84, 205, 33
- 90 DATA 21, 255, 34, 85, 205, 62
- 100 DATA 195, 50, 58, 252, 33, 52
- 110 DATA 128, 34, 59, 252, 195, 0
- 120 DATA 252, 50, 107, 92, 33, 69
- 130 DATA 128, 17, 160, 252, 1, 15, 0
- 140 DATA 237, 176, 195, 61, 252, 175
- 150 DATA 50, 145, 175, 50, 203, 147
- 160 DATA 195, 184, 153

For the fifth POKE of Christmas my true love gave to me...

*Infinite lives in that*

## LAST NINJA II

- 10 REM LAST NINJA II HACK
- 20 REM BY CHISH 'N' FIPS
- 30 FOR CRASH 88
- 40 PAPER 0: INK 7: BORDER 0: CLS
- 50 CLEAR 32768: PRINT AT 10,6: FLASH 1: "LAST NINJA II POKE!"
- 60 LOAD ""CODE 65088
- 70 POKE 40777,0
- 80 FOR A=65362 TO 1e9: READ B: IF B<>999 THEN POKE A,B: NEXT A
- 90 RANDOMIZE USR 65088
- 100 DATA 175, 50, 73, 159
- 110 DATA 195, 253, 115, 999

For the sixth POKE of Christmas my true love gave to me...

## SAMURAI WARRIOR

*with infinite lives (such a nice girl)*

- 10 REM SAMURAI WARRIOR HACK
- 20 BY THE TEFAL MEN
- 30 FOR F=40192 TO 40448
- 40 POKE F,158: NEXT F
- 50 LET T=0
- 60 FOR F=40599 TO 40654
- 70 READ A: POKE F,A
- 80 LET T=T+A
- 90 NEXT F
- 100 IF T<>8120 THEN PRINT "ERROR IN DATA": STOP
- 110 PRINT AT 11,1:"START SAMURAI TAPE FROM BEGINNING"
- 120 DATA 62, 157, 237, 71, 237, 94
- 130 DATA 201, 229, 213, 197, 245
- 140 DATA 175, 50, 18, 93, 58, 189
- 150 DATA 93, 254, 195, 32, 18, 33
- 160 DATA 197, 158, 17, 189, 93, 1
- 170 DATA 15, 0, 237, 176, 62, 63
- 180 DATA 237, 71, 237, 86, 243, 241
- 190 DATA 193, 209, 225, 255, 201
- 200 DATA 175, 50, 245, 128, 50, 234
- 210 DATA 147, 195, 212, 127
- 220 LOAD ""

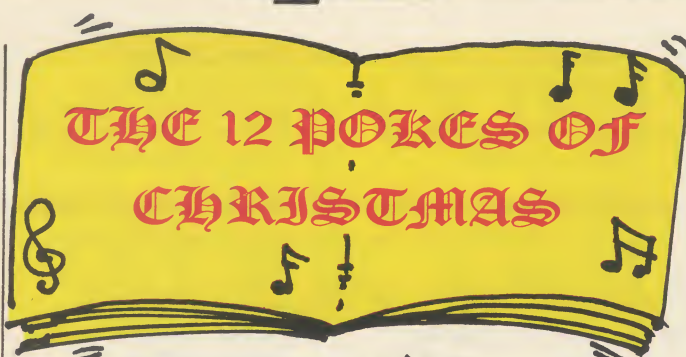
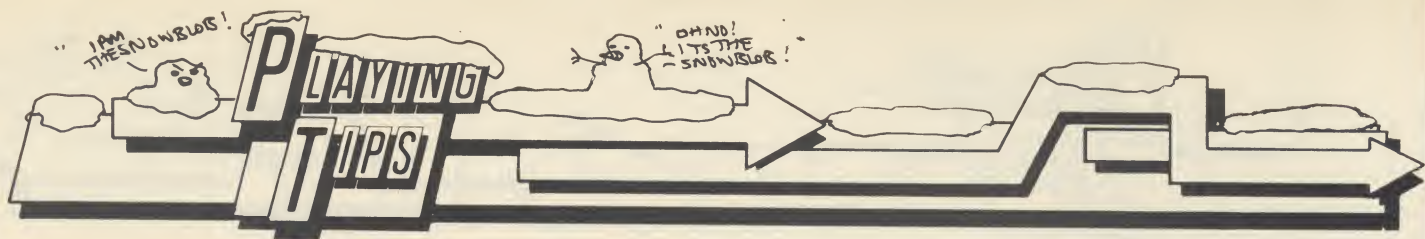
For the seventh POKE of Christmas my true love made me...

*Invincibility and infinite time on*

## SABOTAGE

- 10 REM SABOTAGE HACK
- 20 REM HOWDON HACKERS'88
- 30 CLEAR 32767: LET T=5509
- 40 FOR F=50300 TO 50347
- 50, 21, 255, 122, 254, 46
- 80 DATA 192, 62, 50, 50, 84, 205, 33
- 90 DATA 21, 255, 34, 85, 205, 62
- 100 DATA 195, 50, 58, 252, 33, 52
- 110 DATA 128, 34, 59, 252, 195, 0
- 120 DATA 252, 50, 107, 92, 33, 69
- 130 DATA 128, 17, 160, 252, 1, 15, 0
- 140 DATA 237, 176, 195, 61, 252, 175
- 150 DATA 50, 145, 175, 50, 203, 147
- 160 DATA 195, 184, 153





**PART TWO FOLKS!**

For the eighth POKE of Christmas my true love gave to me...

## IKARI WARRIORS

*with infinite lives*

- 5 REM IKARI WARRIORS HACK
- 6 REM BY KEVIN SOUTHERN
- 10 CLEAR 24999
- 20 LOAD ""CODE
- 30 POKE 65226,250
- 40 FOR F=64000 TO 64025: READ A: POKE F,A: NEXT F
- 50 RANDOMIZE USR 64723
- 60 DATA 62, 190, 50, 176, 243, 62
- 70 DATA 0, 170, 158, 62, 58, 50
- 80 DATA 127, 144, 50, 165, 147, 62
- 90 DATA 50, 50, 6, 147, 195, 0, 91

For the ninth day of Christmas my true love gave to me...  
*Infinite life force in*

## GOTHIK

- 10 REM GOTHIK HACK
- 20 REM BY THE TEFAL MEN
- 30 FOR F=40192 TO 40448
- 40 POKE F,158: NEXT F
- 50 LET T=0
- 60 FOR F=40599 TO 40655
- 70 READ A: POKE F,A
- 80 LET T=T+A
- 90 NEXT F
- 100 IF T<>7711 THEN PRINT "ERROR IN DATA": STOP
- 110 PRINT AT 11,0;"START

## GOTHIK TAPE FROM BEGINNING"

- 120 DATA 62, 157, 237, 71, 237, 94
- 130 DATA 201, 229, 213, 197, 245
- 140 DATA 175, 50, 18, 91, 58, 172
- 150 DATA 91, 254, 195, 32, 18, 33
- 160 DATA 197, 158, 17, 172, 91, 1
- 170 DATA 15, 0, 237, 176, 62, 63
- 180 DATA 237, 71, 237, 86, 243, 241
- 190 DATA 193, 209, 225, 255, 201
- 200 DATA 62, 58, 50, 158, 171, 50
- 210 DATA 126, 164, 195, 0, 160
- 220 RANDOMIZE USR 40599
- 230 LOAD ""

For the tenth POKE of Christmas my true love gave to me...

## THING

*with infinite energy and ammo (funny girl)*

- 10 REM THING HACK
- 20 REM HOWDON HACKERS'88
- 30 CLEAR 32767
- 40 LOAD ""CODE 65088
- 50 POKE 65109,217
- 60 POKE 65092,118
- 70 POKE 65361,88
- 80 FOR F=65482 TO 65519
- 90 READ A: POKE F,A
- 100 NEXT F
- 110 RANDOMIZE USR 65482
- 120 DATA 195, 64, 254, 33, 219, 255
- 130 DATA 17, 104, 255, 1, 15, 0
- 140 DATA 237, 176, 195, 44, 255

- 150 DATA 50, 85, 154, 50, 231
- 160 DATA 117, 50, 97, 125, 50, 64
- 170 DATA 127, 195, 0, 150, 127
- 180 DATA 72, 72, 39, 56, 56

For the eleventh POKE of Christmas my true love gave to me some...

## SKATEBOARD KIDZ

*with infinite lives (but they weren't mine)*

- 10 REM SKATEBOARD KIDZ
- 20 REM 48/128 SIDE A OR B
- 30 REM HOWDON HACKERS'88
- 50 CLEAR 32767
- 60 LET T=605487: LET W=108
- 70 FOR F=32768 TO 32875
- 80 READ A: LET T=T-W\*A
- 90 LET W=W-1: POKE F,A
- 100 NEXT F
- 110 IF T<>0 THEN STOP
- 120 PRINT AT 11,5;"PLAY TAPE FROM START"
- 130 LOAD ""CODE 52480
- 140 CLS: RANDOMIZE USR 32768
- 150 REM
- 160 DATA 49, 246, 94, 33, 0, 205
- 170 DATA 17, 212, 128, 6, 2, 237
- 180 DATA 176, 62, 195, 33, 27, 128
- 190 DATA 50, 34, 129, 34, 35, 129
- 200 DATA 195, 212, 128, 122, 254, 46
- 210 DATA 221, 33, 62, 205, 126, 40
- 220 DATA 6, 33, 239, 128, 195, 37
- 230 DATA 129, 230, 7, 60, 50, 21
- 240 DATA 255, 33, 64, 128, 62, 195
- 250 DATA 50, 50, 93, 34, 51, 93
- 260 DATA 20, 195, 0, 93, 33, 96
- 270 DATA 128, 17, 187, 93, 26, 254
- 280 DATA 195, 202, 79, 128, 17, 239
- 290 DATA 93, 1, 7, 0, 237, 176
- 300 DATA 62, 33, 50, 50, 93, 237
- 310 DATA 67, 51, 93, 195, 53, 93
- 320 DATA 175, 50, 123, 100, 195, 0

- 330 DATA 100, 127, 72, 72, 56, 56

For the twelfth POKE of Christmas my true love gave to me...

## FURY

*and an infinite shield, fuel and a cash boost (just what I needed!)*

- 10 REM THE FURY HACK
- 20 REM HOWDON HACKERS'88
- 21 REM TO BOOST CASH POSITION CURSOR AT 18-06 AND PRESS S AND D, YOU WILL GET £50,000
- 30 CLEAR 29000
- 40 LET T=724161: LET W=116
- 50 FOR F=32768 TO 32883
- 60 READ A: POKE F,A
- 70 LET T=T-W\*A: LET W=W-1
- 80 NEXT F
- 90 IF T<>0 THEN STOP
- 100 LOAD ""CODE
- 110 RANDOMIZE USR 32768
- 120 DATA 33, 96, 224, 221, 33, 83
- 130 DATA 128, 221, 78, 6, 17, 0
- 140 DATA 117, 67, 237, 176, 34, 34
- 150 DATA 128, 33, 90, 128, 14, 3
- 160 DATA 237, 176, 195, 0, 117, 33
- 170 DATA 9, 128, 53, 33, 0, 0
- 180 DATA 32, 225, 33, 249, 232, 17
- 190 DATA 167, 251, 1, 0, 4, 237
- 200 DATA 176, 33, 58, 128, 34, 195
- 210 DATA 254, 195, 170, 254, 205, 25
- 220 DATA 254, 33, 93, 128, 17, 129
- 230 DATA 255, 1, 30, 0, 237, 176
- 240 DATA 62, 195, 50, 165, 254, 33
- 250 DATA 129, 255, 34, 166, 254
- 260 DATA 201, 23, 25, 14, 57, 36
- 270 DATA 17, 195, 29, 128, 151, 50
- 280 DATA 162, 170, 50, 198, 170
- 290 DATA 246, 201, 50, 212, 170
- 300 DATA 49, 183, 96, 195, 0, 91
- 310 DATA 127, 72, 72, 56, 56



# BARBARIAN II

## THE DUNGEON OF DRAX



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Amiga Version



C64 Version



Check your local stockist for availability.  
In case of difficulty, available by mail order  
from: Palace Software, The Old Forge,  
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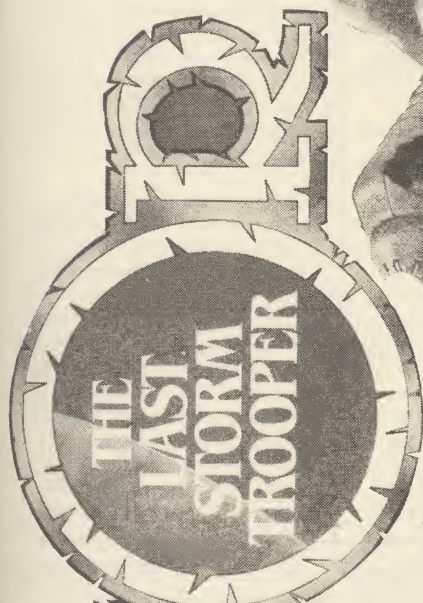
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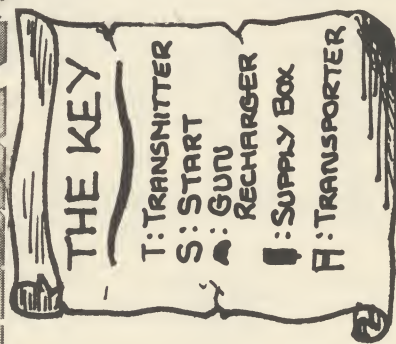
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# TROOPANT



BY  
STEVEN WADSWORTH





## A VERY FUNNY LASER SQUAD HEADLINE

When I said leave the headline in, Dom, I didn't actually *mean* it. Anyway... This was the very first game I saw at the PC Show in September, it's a pity that I couldn't stand it! But enough of that, I'm sure someone must have bought it (looks like Philippa did, she's reviewed it in this issue) so here are a few tips from Colin and Gavin Young of Glasgow.

### Quick Tips

- ★ Always leave your men on opportunity fire.
- ★ The Marsec auto-gun is the best all-round weapon.
- ★ If a door remains open, it means that there is a man (ie, an operative) in it.
- ★ On Level Three (The Mine), examine all the dead operatives when you kill them. You will find that one will be carrying a 'Video Key' (normally the one near the video room). Take this to the room which activates the video console and insert it into the 'Vidi-screen'. This activates the video cameras in the mine and allows you to see the operatives when you select the scanner mode.
- ★ On the lower skill levels buy

the Rocket Launcher, the explosion from this is frightening.

### Concise Tips

#### General

★ The price of weapons on each level does not vary, so you can calculate how many credits to spend on armour so that you have enough money left to buy weapons.

★ Don't go on a spending spree if you have money left. Carrying too much reduces the available action points to a man.

★ Weapon choice (in order of cost):

*Heavy Laser* – powerful, with loads of ammo, but heavy and burdens your men, reducing their action points.

*Marsec Auto-gun* – best all-round weapon, powerful and accurate.

*M4000 Auto-gun* – the best 'budget' gun, but lacks the accuracy of the Marsec Auto-gun.

*L50 Las-gun* – not very powerful or accurate, a disappointment.

*Sniper Rifle* – lacks autofire, but is cheap, powerful and the most accurate.

*Marsec Pistol* – has autofire,

but lacks any power, a bit of a turkey.

*Dagger* – very good for close combat, if you ever get it!

*AP50 Grenade* – good for blowing up operatives who are waiting on autofire around a corner. CAUTION: get out of its field of fire and ALWAYS remember to prime it before throwing!

*Rocket Launcher* – a luxury for the early levels, power is tremendous, but lacks ammunition and has a nasty habit of blowing up the user if he is too near.

★ General tips: take your time, you have plenty of turns. Explore the area carefully and ALWAYS leave your men on autofire.

★ Use a couple of men to guard the rear of your squad.

★ On higher levels always scavenge the dead operatives for weapons, they always seem to carry valuable ammunition.

### Scenario Tips

#### The Assassins

On the first skill level you can equip your men with rocket launchers and blow up the house (and Sterner Regnix), without even entering the building! On later levels, better progress can

be made if you split your squad in two, one at each end, and explore the building carefully. You will find that the droids usually keep some pattern but this is not always the case. When you find Sterner, concentrate your fire on him because once he is dead the game is over.

#### Moonbase Assault

The bottom-left is probably the best place to deploy your men. Split your squad in two for the best effect. Move your men toward the central area with the most databanks/analysers. If a door is open it usually means that an operative is in it. Oil drums and gas cylinders can be shot to give a nice explosion and usually a chain reaction. Take care an operative does not blow up one next to you!

#### Rescue From The Mines

Before you use the explosives, which you need to blow up the prison door, move the prisoner away from the door as he will be caught in the blast. When blowing the door, always remember to prime the explosive before dropping it, but make sure you allow yourself enough time to get clear of the explosion. As previously mentioned, try and get the video key as this will allow you to ambush the enemy.



## MANSELL'S MULTIFACED!

Here are a load of Multiface POKEs for Martech's Nigel Mansell's Grand Prix that will help you qualify on all the tracks. They come from Robert Jex of Somerton, and if you POKE 255 into each address that means you will get 255 seconds (obviously).

Brazil	33581
San Marino	33582
Belgium	33583
Monaco	33584
Detroit	33585
France	33586
Britain	33587
Germany	33588
Hungary	33589
Austria	33590
Italy	33591
Portugal	33592
Spain	33593
Mexico	33594
Japan	33595
Australia	33596

Here is a diagram to go along with that brilliant editor. It shows the performance capabilities of the AH-64 Gunship with the optimum weapon loads, based on the technical data of the real helicopter.

### AH-64 APACHE ARMAMENT OPTIONS

by Jon Bowen



PRIMARY MISSION				Performance*	
	Wing	Gun	Wing	Rate of climb (feet per minute)	Maximum level-flight speed (knots)
Anti armour Middle East 95°F	4HF	320	4HF	1450	154
Anti armour Middle East 95°F	4HF	1200	4HF	450	151
Anti armour Europe 70°	8HF	1200	8HF	990	148
Covering force (clear landing zone) Middle East 95°F	4HF	1200	4HF	960	153
Covering force (clear landing zone) Europe 70°F	4HF 19 Rockets	1200	4HF 19 Rockets	860	150
Airmobile escort (air cover) Middle East 95°F	19 Rockets	1200	19 Rockets	860	155
Airmobile escort (air cover) Europe 70°F	38 Rockets	1200	38 Rockets	780	153

\*BASED ON AIRCRAFT WEIGHT



# OPRUS



-THREE GUESSES!?!



-GUN THINGY



-SECTOR GUARDIAN  
(SHOOT TO GET CODE LETTER)



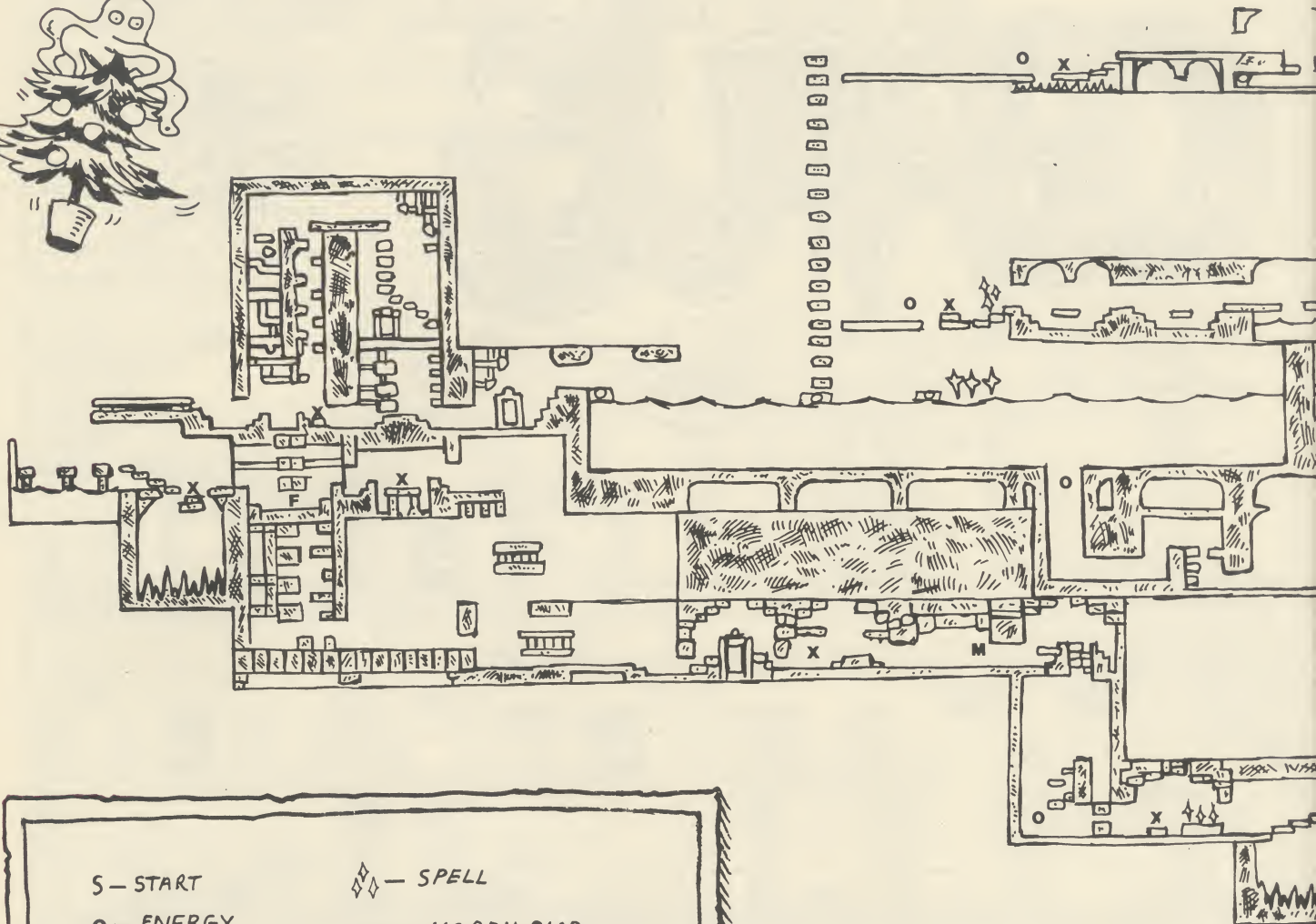
-END OF LEVEL THINGY  
(TAKE ONE SHOT BUT SHOOT A LOT)



## TIPSTOO!

- 1 The letters in the teleports on the map indicate which one leads to which (eg the two teleports with As lead to each other.
- 2 You need all the code letters to complete a level.
- 3 When entering a room with a guardian on the same platform, shoot right away. Also do this on the last screen.
- 4 You need the extra armour to shoot the last guardian.
- 5 The password for the end of Level One is EXIT.

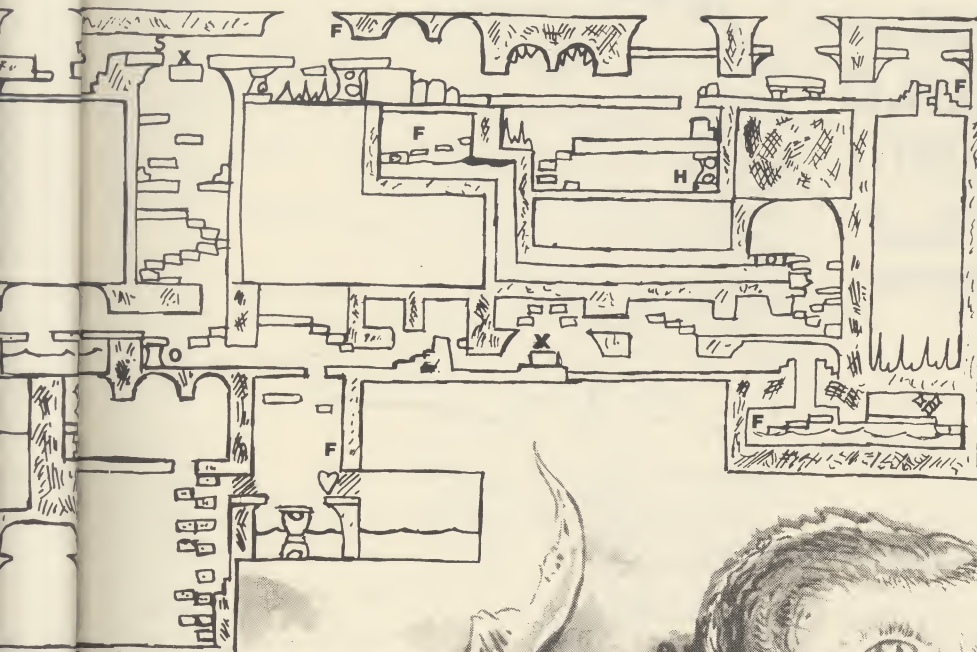
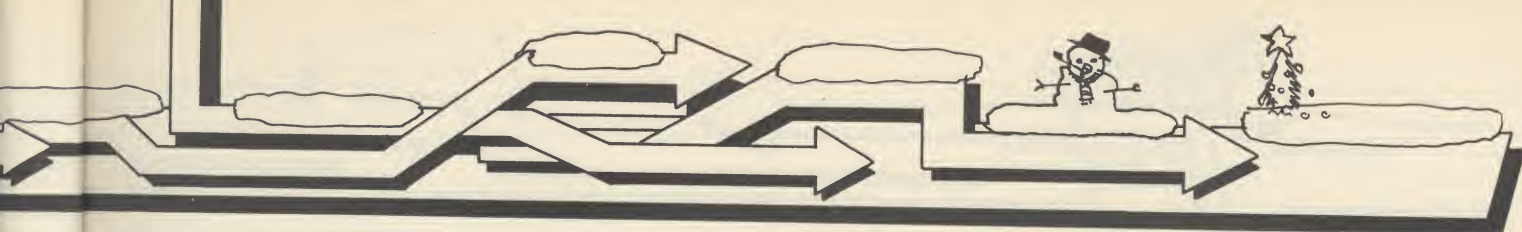




- |                  |                              |
|------------------|------------------------------|
| S — START        | ◆ — SPELL                    |
| O — ENERGY       | □ — MORPH SLAB               |
| F — FLAME FLUID  | X — RECORD SLAB              |
| ♥ — DEMON SHIELD | M — LARGE MONSTER            |
| H — MORPH HELIX  | — DISAPEAR WHEN EYE IS HELD. |
| D — DRAGON'S EYE |                              |

# CRASH





MAP COMPILED BY MR. T. STOREY  
DRAWN BY WAYNE ALLEN  
AND MEL FISHER.



# ANNUAL



## MORE MULTIFACE POKES THAN COULD STUFF A CHICKEN!! Part Two!

**L** *Mmmmmmmmm*  
**Lightforce** Lives 40725,0  
**Legend Of Kage** Lives 30609,n  
**Lazer Wheel** Lives 32849,0  
**Lazy Jones** Lives 56693,0  
**Living Daylights** Lives 38913,201  
**Lunar Jetman** Lives 23439,201+36963,0

**M** *Mmmmmmmmm*  
**Manic Miner** Lives 35136,0  
**Metrocross** Time 43006,195+44490,0  
**Mad Max** Lives 58472,12  
**Moon Alert** 100 Lives 42404,255  
**Mr Wimpy** Miss First Screen 33501,0  
 Lives 33693,0  
**Mutant Monty** Lives 54933,0  
**Marble Madness** Lives 39579,0  
**Motos** Lives 42241,0

**N** *Nnnnnnnnnnn*  
**1942** Lives 47007,0  
**Nemesis** Lives 51949,0  
**Nebulus** Lives 32921,0  
**Northstar** No Aliens 44433,0  
**Nosferatu** Time 32499,0  
 No Nasties 39791,201

**O** *Ooooooooooooo*  
**Out Run** Time 39204,0  
**Orbix The Terrorball** Lives 65529,191+32127,0+32188,0  
**Overlander** Lives 29521,0

**P** *Ppppppppppppp*  
**Project Future** No Aliens 27662,0  
**Psytron** Fuel 28625,0  
 Oxygen 26143,255+26144,0  
**Pud Pud** Lives 49287,0  
**Punchy** Lives 45632,0

**Q** *Qmmmmmmmmmm*  
 Hmm, not many games beginning with Q!

**R** *Rrrrrrrrrrrrrrr*  
**Rambo** Lives 27401,52+80263,0  
**Revenge Of Doh (48)** Lives 33055,255+33909,0  
**Revenge Of Doh (128)** Lives 37586,0  
**Rastan** Lives 48909,n  
**Rebel** Immunity 49958,0  
 Energy 51139,0+49239,0  
 Time 49249,0  
**Renegade** Lives 41048,195  
**Rygar** Time 51216,0  
 Lives 61577,0

**S** *Sssssssssssssss*  
**Saboteur** Clock 46998,0  
 Lives 29894,0  
**Saboteur 2** Time 37122,0  
 Energy 61340,201  
**Salamander** Invincible 38902,201  
**Scooby Doo** Lives 29614,0  
**Sidearms** Lives 29411,127  
**Space Harrier** Lives 51755,194+51756,191  
**Stainless Steel** Lives 40702,0  
**Street Hawk** Lives 39990,91  
**Starglider** Fuel 54647,201  
 Shield 54690,201  
**720°** Time 41918,0

**T** *Tttttttttttttttt*  
**Thundercats** Lives 31401,0+31402,0  
**Top Gun** Lives (Player 1) 26460,0  
 Lives (Player 2) 27727,n+27728,n  
**Trantor** Time 56711,0  
 Energy 52529,0  
 Lives 25446,0  
**Tranz-Am** Lives 25446,0  
**Thrust II** Lives 34200,0  
**3-DC** Immunity 34298,201  
 Jumps 34036,0  
 Oxygen 26955,0

**U** *Uuuuuuuuuuuuuu*  
**UCM** Lives (Player 1) 36337,0  
 Lives (Player 2) 43734,0  
**Uridium** Immunity 55419,0+55420,255  
 Lives 31308,0

**V** *Vvvvvvvvvvvvvvvv*  
 Nope, not many games beginning with V either (well, there's V, I suppose)!

**W** *Wwwwwwwwwwwwww*  
**War** Lives 37033,0  
**Westbank** Lives 51210,0  
**Wizball** Immortality 23430,188  
**Wonderboy** Lives 34362,0  
**Wiggler** Lives 50173,0

**X** *Xxxxxxxxxxxxxxxxxx*  
**Xecutor** Invincible (Player 1) 47216,201  
 Invincible (Player 2) 47320,201  
 No Enemy Fire 48259,201  
**Xevious** Lives 53592,200  
**Xeno** Lives 22225,1

**Y** *Yyyyyyyyyyyyyyyy*  
**Yogi Bear** Lives 35090,0+35091,0+34900,0+35 092,  
 0+35093,0+45026,24

**Z** *Zzzzzzzzzzzzzzzz*  
**Zaxxon** Lives 48825,250  
**Zip Zap** Lives 53753,0  
**Zynaps** Lives 45592,24+45008,255  
 Immunity 39775,201  
**Zzoom** Lives 24743,0



"WOULD LIKE A  
CARROT FOR  
A NOSE!!"

KEY:



COLLAPSABLE  
PLATFORM



ENERGY RESTORER



BOMB



TELEPORTER



POST BARRIER



WALL BARRIER



AMMO



METALIC SECTION



CRYSTAL SECTION



RED ROCK SECTION



GREEN WALL SECTION

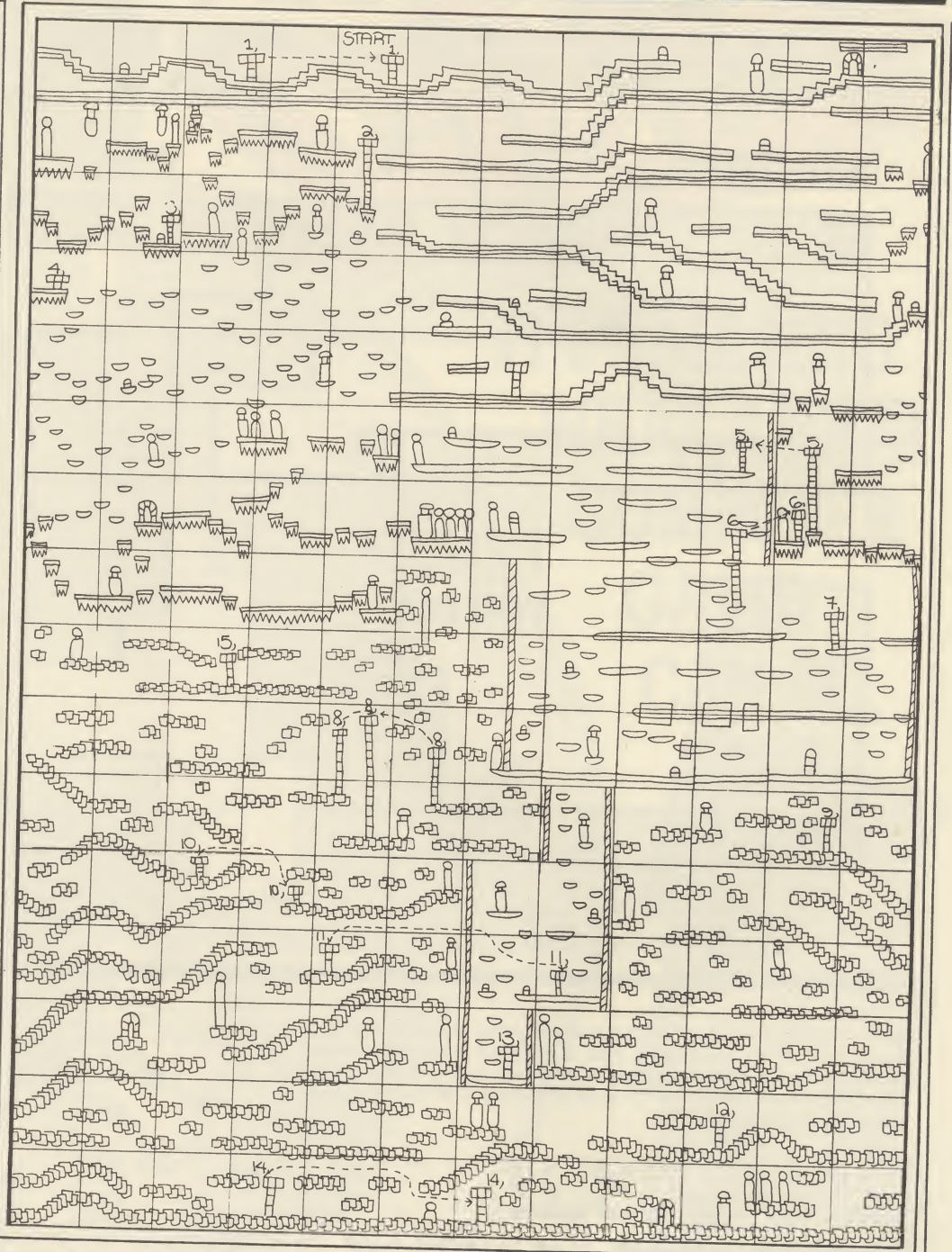


PLATFORM SECTION

TELEPORTERS:

1. CERBURUS
2. GUZZLOID
3. ELECTRIX
4. AVRIGIUS
5. EXCELSOR
6. XANTHUS
7. CYBERNIA
8. ZAKARONT
9. TROLDOR
10. DENIZIENT
11. DIZZIDIUS
12. ASIMONUS
13. VESTRONA
14. JABBADOR
15. DEVIANTS

MAP COMPILED BY IAN  
ELLISON AND PAUL BARKER.  
DRAWN BY IAN ELLISON.



# DEVIANTS







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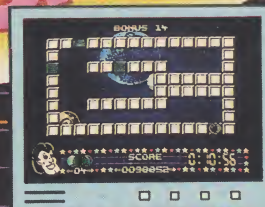
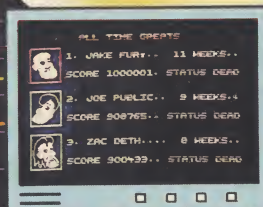
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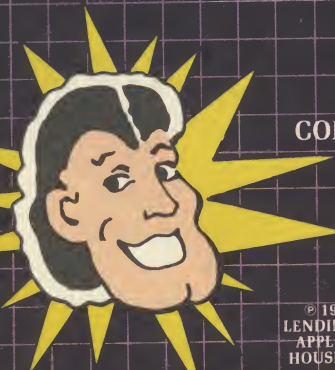
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## NOW YOU'RE NOBBLED!

As promised months ago, here are the tips to the last few levels of Hewson's great game, *Nebulus*, as written by Stephen and Gregory Brock of Mitcham in Surrey. Don't forget there is a cheat if you still find the game a bit hard.

### Level Six: swimmer's delight

Walk right, go up on the lift and walk right. Jump the gap and walk under the two aliens. Turn left and walk under the alien going up. Shoot the block and walk back right till you reach the lift. Go up and shoot the block to your right. Walk left, under the sphere, then jump right. Go up the lift and shoot the block to your right. Go back on the lift and go down. Walk right and fall under the sphere as it moves up. Now go up the lift, walk right and fall onto the lift below. Go up, walk left onto the lift and then go up again. Walk right; up the steps and go through the first tunnel you meet. Walk left and jump up the steps.

Jump the sphere and go through the tunnel. When you reappear go up on the lift to the left. Then jump right onto the tower of disappearing platforms.

When all the platforms have disappeared, go up on the left-hand lift. Walk right and shoot the block. Turn around, get on the lift and down.

Go up on the right-hand lift then go right. Go up on the lift, walk right and go up on the lift. Now walk under the three spheres to you left, which isn't easy. Wait for the nearest sphere to go up as the middle sphere goes up and the furthest sphere does down. Now make a break for it. If at first you don't succeed, try and try again! Go up on the lift. Jump the sphere as it moves down, then jump the steps till you reach the top. When you get there, enter the tunnel and you've completed Level Six.

### Level Seven: the nasty one

Climb to your right and fall through the disappearing platform onto the lift below. Wait for the alien to move left then move up once. Walk right and fall through the disappearing platform. Jump right off the lift below the block, then jump on the left-hand lift. Go up and shoot the flashing block, then walk left and fall through the disappearing platform onto the lift. Go up

twice on the the block to the left. Walk right all the way around and go up on the lift. Go up on the lift to the right and get onto the next lift to the right. Go up, walk right and wait for the alien to move up so you can walk under it. Wait on the platform to the right of the alien moving up and down. Now

the lower platforms all disappear so you have to jump them as you walk right around to other side of the tower. It's best to wait for the alien moving around the tower to be moving right so you can follow it. When the alien moving around the tower bumps into the alien moving up and down it



### POKEING PROBLEMS?

It's really disappointing when you've spent hours typing in POKEs and they don't work – so Malcolm Perryman from Surrey has compiled some solutions to those POKeIng problems. No doubt they'll ease a few headaches at 11pm.

- 1 Do you get an E OUT OF DATA statement when you run the program? If you do, try inserting a RESTORE line directly after the CLEAR statement.
- 2 Do you get the ERROR IN DATA message when you run your program? This message is put in by the hacker. Before you check all your data again, type in a PRINT statement straight away, with the variable that is used for the number of pieces of data there should be.

Somewhere in the program will be the line which gives the ERROR IN DATA message. It will say something like:

```
IF F<>12345678 THEN PRINT
"ERROR IN DATA": STOP
```

Here the variable is F; after you have typed in PRINT F you will receive a number on the screen.

Compare the value for F with the number found after the <> in the line. If it is only a couple of digits out you may have just made a few mistakes; if it is quite a way out you may have missed a line of DATA altogether. If the two numbers are far apart you may have the RESTORE statement in the wrong place.

To correct your DATA, check it against the DATA in CRASH. If one of the numbers in CRASH is over 255 it must be a misprint. Two numbers must have been typed in as one: 543 could be 54,3. This can happen for numbers under 255, of course, 254 could really be 2,54. In both cases you'd be missing a piece of data.

If it still doesn't work then try taking out the ERROR IN DATA line! Save the POKE routine to tape and try to load the game with the POKE. Sometimes it will work but others it may crash.

changes direction. Go for it. When you reach the lift, go up on it. Walk right (look out for the fast alien). When you reach the lift, go up, then walk under the aliens as they move up. Go to the fourth lift and go up. Walk left onto the disappearing platform then walk right once you've fallen through. Go back to the four lifts and use the first one to go up. Walk left onto the lift then go up and through the tunnel to finish Level Seven.

### Level Seven: the edge of doom

Wait for the four aliens to bounce off the bottom platforms twice, then run for your life under them. Go up on the first lift and walk left. Go through the tunnel and walk left, stopping before you reach the last platform. Why? Because it disappears. You have to jump on it from the second platform to the right, (the platform two away from the disappearing platform). If all that is done right you should be on a block. Jump right, turn left and shoot the block. Fall left onto lift below then go up, walk left and go through the tunnel. Walk right up the steps and jump right until you reach a lift. Go up and jump left, over the aliens which appear, until you reach a lift.

Shoot the block to your left and go up on the lift, then go through the tunnel. Jump left twice and go through the tunnel. Walk right and shoot the block. Jump left onto the lift and go up. Jump left then walk left onto the tower of disappearing platforms. Go up on the lift once the platforms have disappeared then go up again. Walk left and shoot the block, then walk right around the tower, and fall through the gap onto the lift (look out for the alien). Go up, walk right and fall down. Walk left then turn right and shoot the block. Get onto the lift and go up. Walk left under the aliens as they move up, then go through the tunnel. Shoot the block to the right then walk left until you can't walk any further. Fall onto the platform to the left then jump left twice. Shoot the block. Get knocked down, then make your way back to the lift you have just freed. Go up on the lift. Now go into the tunnel third from the right to complete *Nebulus*.

### A FEW TIPS . . .

If you get knocked down your technique points decrease by two at the end of each tower. Extra points are given for shooting bouncing balls and blocks. Your time at the end of each tower is divided by ten.



## FLASHBACK

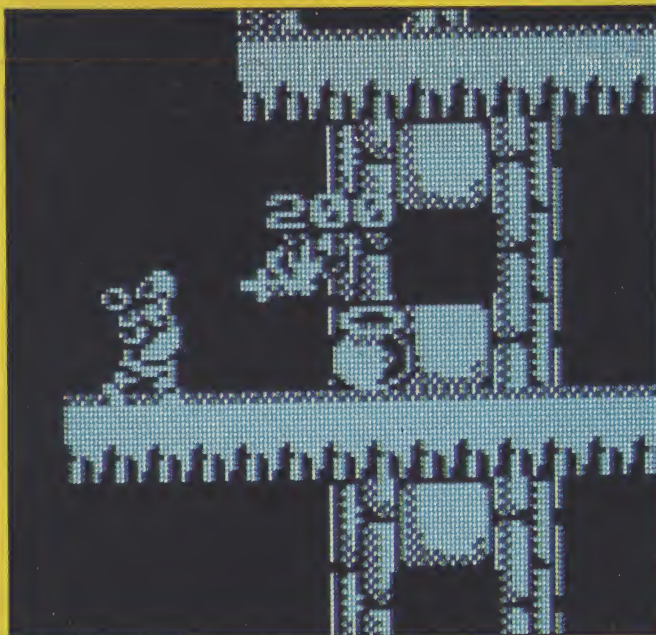


Christmas is always a time for reminiscing, looking back over the past year, at all the good things and some of the bad. And what better section of Playing Tips to reminisce in than Flashback, the section that breathes life into all those games you've stuck in the bottom of a wardrobe, never to play again because they're too hard. Well, I've collected many letters pleading for older POKes over the past few months and have tried to answer as many as possible in this bumper edition. If there is still a game that you find particularly difficult, then don't hesitate to contact me.

### GHOSTS AND GOBLINS

```
10 REM GHOSTS & GOB-
    LINS
20 REM BY PHIL CHUR-
    CHYARD
21 REM INFINITE LIVES
    AND TIME
30 CLEAR 59999
40 RESTORE
50 LET TOT=0
60 LET WEIGHT=2
70 FOR I=60000 TO 60029
80 READ A: LET TOT=TOT
    + WEIGHT * a
90 POKE I,A: LET
    WEIGHT=WEIGHT+1
100 NEXT I
110 IF TOT <> 51329 THEN
    PRINT FLASH 1;
```

```
"ERROR IN DATA!!!" :
    BEEP 1,0 : STOP
120 INK 7: CLEAR 25000:
    PRINT #1; AT 0,2; "Start
    Ghosts & Goblins tape"
130 LOAD "" CODE : RAN-
    DOMIZE USR 60000:
    RANDOMIZE USR
    65477
1000 DATA 33, 113, 234, 17,
    151
1001 DATA 255, 6, 11, 126,
    238
1002 DATA 170, 18, 35, 19,
    16
1003 DATA 248, 201, 62, 2,
    50
1004 DATA 217, 140, 193,
    253, 33
1005 DATA 58, 92, 201, 0, 0
    9999 STOP
```



### GAUNTLET

```
10 REM GAUNTLET
    HEALTH
11 REM BY ANTONY SHIP-
    LEY
20 CLEAR 28999: LET
    TOT=0
30 FOR A=29000 TO 29014
40 READ D: LET
    TOT=TOT+D: POKE
    A,D
50 NEXT A: IF TOT <> 1601
    THEN PRINT AT 10,10;
    "ERROR IN
    DATA": STOP
60 DATA 62, 255, 17, 81, 1,
    221, 33, 0, 128, 55, 205,
    86, 5, 251, 201
70 CLS: PRINT AT
    10,10; "START TAPE"
```

```
90 RANDOMIZE USR
    29000: RANDOMIZE
    USR 29000
100 IF PEEK 32814=16
    THEN LET A1=82: LET
    A2=184
110 IF PEEK 32814=232
    THEN LET A1=104: LET
    A2=189
120 POKE 32793,38: POKE
    32794,128
130 POKE 32863,241: POKE
    32864,255
140 LET A=33047
150 READ D: IF D=9999
    THEN RANDOMIZE USR
    32791
160 POKE A,D: LET A=A+1:
    GO TO 150
170 DATA 62, 201, 50, A1, A2,
    195, 0, 132, 9999
```



### PAPERBOY

```
10 LOAD "" CODE
20 FOR F=65302 TO 65307
30 READ A: POKE F,A:
    NEXT F
```

```
40 POKE 65110,22: POKE
    65111,255
50 RANDOMIZE USR
    65000
60 DATA 50, 151, 187, 195,
    86, 5
```

### COMMANDO

```
1 REM COMMANDO INFI-
    NITE LIVES
10 CLEAR 40000
20 LOAD "" CODE
30 POKE 65267,203
40 POKE 65379,68
50 POKE 65380,15
60 POKE 65382,108
```

```
70 POKE 65383,165
80 FOR N=65482 TO
    65497: READ A: POKE
    N,A: NEXT N
90 RANDOMIZE USR
    65263
100 DATA 175, 50, 122, 104,
    50
110 DATA 4, 108, 50, 5, 108
120 DATA 50, 6, 108, 195, 30
130 DATA 100
```



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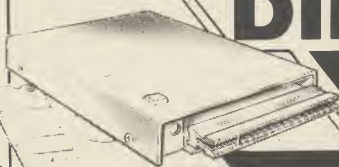
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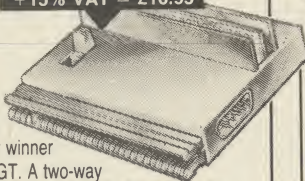
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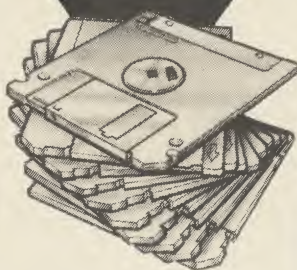
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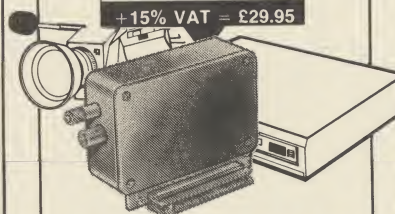
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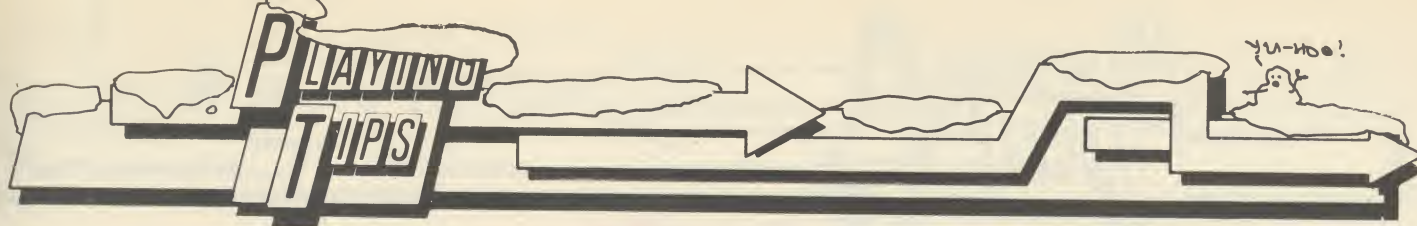
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# CHEAT MODE MOTEL MUTILL

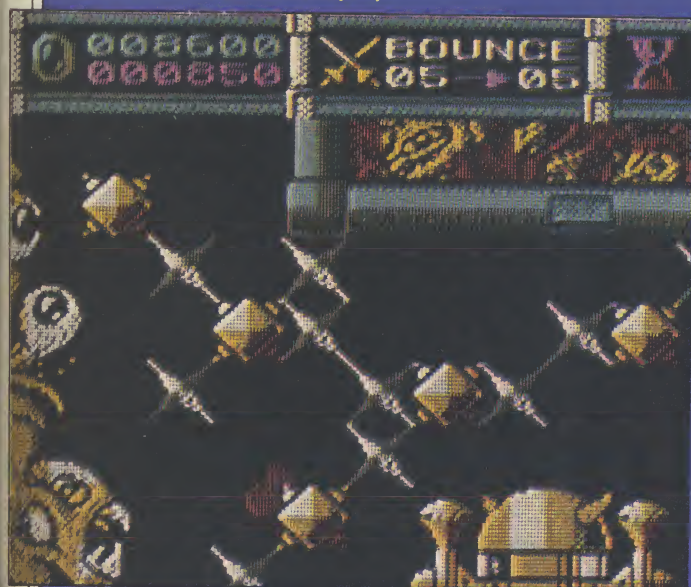
Ahh, I love Christmas. All that turkey, plum pud and, of course, the prezies. But the best thing of all for us moteliers is all that scrummy cash! The Motel is looking the best it has for ages, what with all the decorations and that brilliant Christmas tree in the middle of the car park covered in lights. All we need now is a bit of snow and it would be perfect – but I suppose that's too much to ask. The cheats have flocked in their thousands for this extra special Cheat Mode Motel, making it hard to select the very best for you all to enjoy over the festive period. I'm off now, we've got a big staff party and I don't want to miss out on all those cheese-and-pineapple-on-sticks do I? See ya next year...

## CYBERNOID II

Raffaele Cecco has come up with another cheat with a bit of a pervy nature. This time if you define your keys as ORGY (that's not in my dictionary,

either – LM) you should get the reward of infinite lives. I dread to think what he will come up with next!

(Occupant: **The Gedling Cracking Crew**)



## PSYCHO PIGS UXB

At the beginning of each round press the key that makes your pig duck. (Where did this duck come from? Lloyd's Christmas shopping? – Ed.) Wait a few seconds until the other pigs

have mutilated each other and stand up and pick off the last two or three pigs which are left. If you continue to do this you should complete the game in no time.

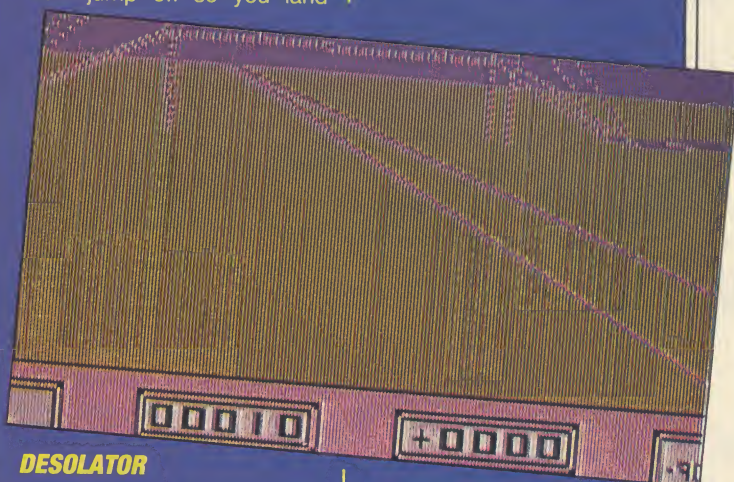
(Occupant: **Callum Mcfetridge**)

## WHERE TIME STOOD STILL

If you can't get very far in this magnificent Ocean game and would like to see what the rest of the landscape looks like then read on. When you start, shoot all your companions and run up the ramp near the plane. Now jump off so you land

where you started. Do this until the screen starts to scroll to the right on its own. Your character will eventually disappear and you will find you can control which direction the screen scrolls in. Now you can explore.

(Occupant: **Warren Fleming**)



## DESOLATOR

As in all multiloop games with headers you can load in the header, the first bit of the level you are supposed to load, and then fast-forward the tape to the second bit of any of the levels. Load the one you want and you should be on that level.

(Occupant: **Mr S Claus**)

## MERCENARY

When you find the cheese, pick it up. Now go outside and drop it. Now you can board the cheese – and it makes a very fine ship too, going fast enough for you to reach the colony craft easily. Silly eh?

(Occupant: **Gary Palmer**)

## GAME OVER II

Another one of those five-figure code numbers that drive everyone mad. This time

it's 18757 which will allow you to enter Level Two of the new Dinamic game.

(Occupant: **Philip Cape**)



## SKATE CRAZY

When you shoot off the ramp do a 180° turn in the air and land backwards. Now turn your joystick around and you

can control the character quite comfortably while he goes backwards. If you now jump off a ramp you will really impress the judges.















(Occupant: **lost in the post (!)**)

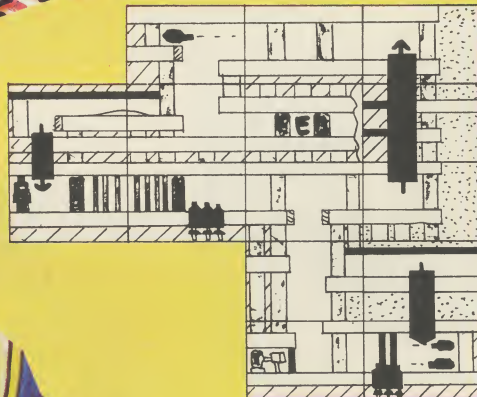


# CON-DARE III

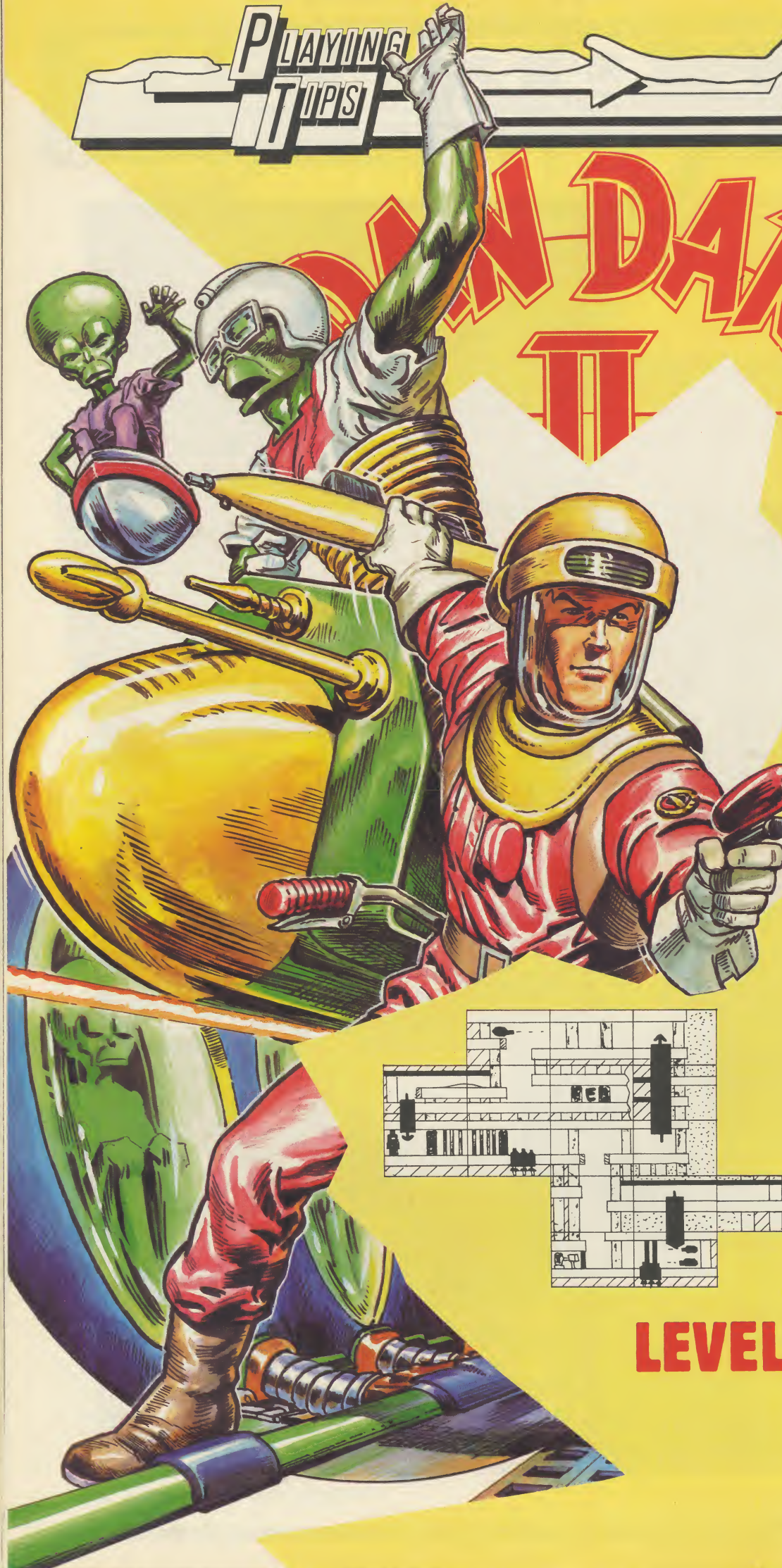
## KEY

MAP BY PAUL FORSYTH

-  - FORCEFIELD
-  - SUPER TREE
-  - LASERS
-  - BLAST DOORS
-  - ARTIFICIAL GRAVITY GENERATORS
-  - FORCE FIELD
-  - COMPUTER GENERATORS
-  - REFUSE CRUSHERS
-  - VENTILATION DUCT (SHOWING DIRECTION OF AIR - FLOW)
-  - SHOWS HIDDEN PASSAGE
-  - EXTRA ENERGY
-  - START OF LEVEL
-  - END OF LEVEL
-  - START SCREEN AFTER DYING



## LEVEL 1





THE SNOWBLOB IS ALIVE!  
HA HA HA!

# LEVEL 2



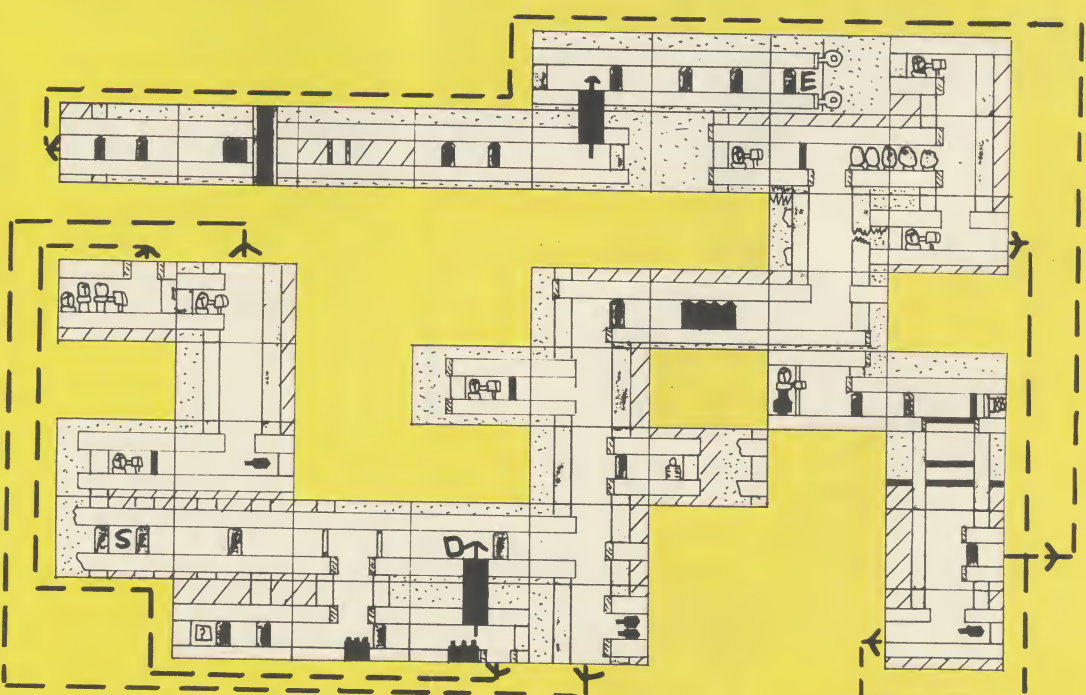
ADDITIONAL KEY FOR LEVEL 2

- - EXTRA FIRE POWER
- ☐ - ESCAPE POD PORTABLE OPERATION UNIT

ADDITIONAL KEY FOR LEVEL 3

- ☐ - DEACTIVATES VENTILATION DUCTS
- ⬮ - FORCEFIELD HIDDEN BEHIND WALL

# LEVEL 3



ADDITIONAL KEY FOR LEVEL 4

- Ⓢ - TURNS YOU INTO A TREEN
- N.B. - BOTH TREES AND YOUR OWN MEN WILL ATTACK YOU.
- E - ESCAPE POD

# LEVEL 4



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- ☐ Instructions included

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- ☐ Can also be used with two joysticks with games that allow simultaneous two player control.
- ☐ 2 joystick ports - Kempston type - one Cursor type.
- ☐ Accepts any 9 pin joystick including rapid fire types.

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## SNAPSHOT II

- ☐ Now you can backup your games to microdrive or tape.
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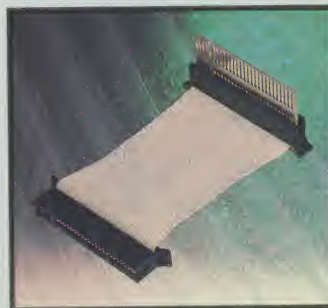
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## NEW QUICKSHOT TURBO

- ☐ Complete with Interface - plugs straight into Spectrum (all models).
- ☐ All the features of the best selling Quickshot II plus;
- ☐ Microswitch action for even longer life.
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- ☐ Superb styling.

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- ☐ Robotics & model control made easy on Spectrum.
- ☐ 4 independantly controlled outputs for relays, models, lights etc.
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- ☐ This is the product that the Lego Publication "Make and program your own robots" was based on.
- ☐ Comes complete with cables.

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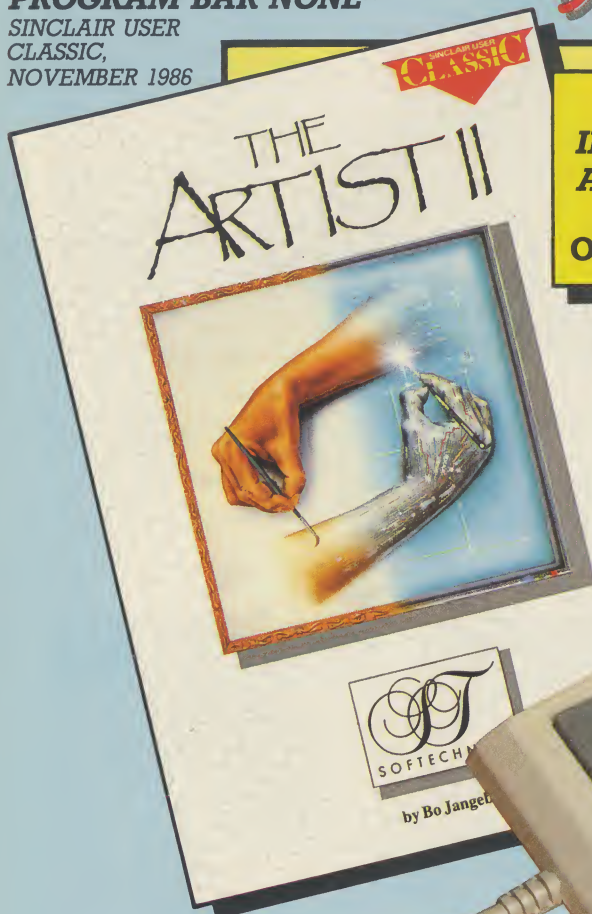
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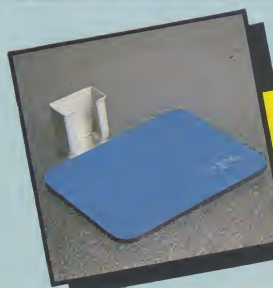
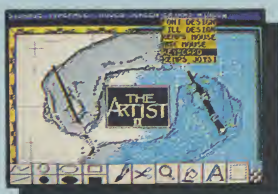
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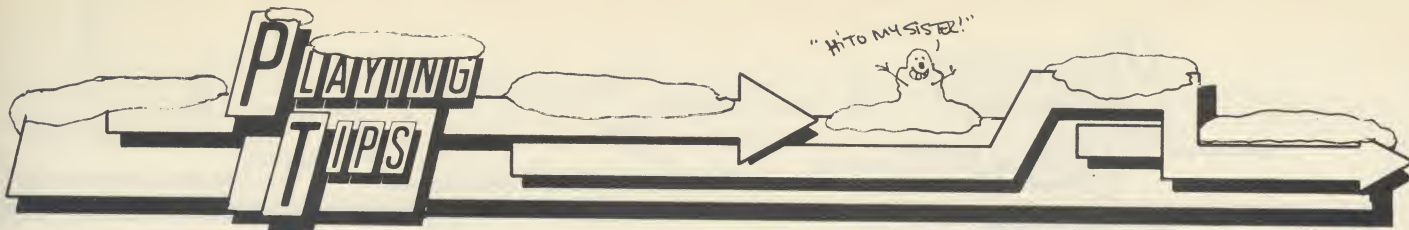
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## DOUBLE DARE!

The second of the Dan Dare games, *Dan Dare II* has brought fun and excitement to many people this year – but it was very, very hard. I can now reveal the maps for this great game and there are a few tips here too, just in case you are stuck.

●When you start a level, NEVER shoot a control box until the force field computer is out of action. There is an exception to this on Level Four. This applies to Dan, but with the Mekon you eject treens on the way.

●On Level Two, you must pick up the escape pods operation unit (to the far right of the map). It looks like a hi-fi! Without this you will not be able to finish the game.

●On Level Three there is an object which looks like a TV. Get this as it switches off the air flow in ventilators. If you don't do this, you won't be able to get off the level. Also, try to shoot the force-

field computer before you die, since if you don't you'll have to sacrifice a couple of lives more than you would normally. Try it and see why!

●Level Four contains one of the hardest screens in the whole game. From the start, head two screens right and one down. You should be in a screen with a gravity generator in it (it is the room to the right of the disguise room). The gravity generator (GG) is close to the door and roof here, so it's difficult to get through. This is how to do it every time. Try to manoeuvre the bike so you are wedged in at the door and the bit of roof above. If you are, then shoot the door (to open it). Keep only the up key pressed then, with the key still pressed, press the right key and you should go through it, enabling you to shoot a treen. This only works if you are Dan, but the Mekon's method is similar.

## A COUPLE OF QUICKIES

These few POKES arrived at the last minute but I just managed to squeeze them in as they're for quite new games. I'm afraid I can't test the routines as we only have *Rex*

and *Typhoon* on +3 disk and *Gee Bee Air Rally* is lost in storage, but I'm sure you'll write/ring in and tell me if they don't work.

### TYPHOON INFINITE LIVES

- 10 CLEAR 24575: LOAD ""CODE 65024
- 20 POKE 65039,251: POKE 65040,201: RANDOMIZE USR 65024: POKE 65317,91
- 30 FOR A=23296 TO 23305: READ B: POKE A,B: NEXT A: RANDOMIZE USR 65280
- 40 DATA 175, 50, 231, 152, 50, 135, 153, 195, 0, 255

### REX INFINITE LIVES

- 10 CLEAR 24575
- 20 LOAD ""CODE 65024: POKE 65039,251: POKE 65040,201
- 30 RUN USR 65024: POKE 65314,170: POKE 65315,91: FOR A=23466 TO 23473
- 40 READ B: POKE A,B: NEXT A: RUN USR 65280
- 50 DATA 62, 250, 50, 141, 242, 195, 0, 91

### GEE BEE AIR RALLY INFINITE TIME

- 10 REM GEE BEE AIR RALLY HACK
- 20 REM UNLIMITED TIME
- 30 REM NEVER FAIL TO QUALIFY
- 40 INK 7: PAPER 7
- 50 CLEAR 65535
- 60 LOAD ""CODE
- 70 POKE 62492,91
- 80 LOAD ""SCREEN\$

- 90 FOR A=23296 TO 65535
- 100 READ C
- 110 IF C=999 THEN GO TO USR 62464
- 120 POKE A,C
- 130 NEXT A
- 140 DATA 175, 33, 186, 161, 119, 35, 119, 35, 119, 195, 0, 128, 999

## MASTERING THE UNIVERSE

★You will be given two options: surrender or fight

★Choose the first one (if you have picked up all the seven chords you will be given the last one)

★Finally, defeat Skeletor to become MASTER OF THE UNIVERSE

Or if you still find the game difficult and have a Multiface, you can use these POKES that Paulo included with his letter.

- POKE 42173,0 – infinite lives  
POKE 41274,n – number of lives  
POKE 51406,0 – immunity  
POKE 43210,n – number of ghosts  
POKE 52346,60 – slows down the clock  
POKE 41420,175 + POKE 41421,0 – any number of chords

Paulo Nogueira was so excited when he completed *Masters Of*

*The Universe* that he wrote in from PORTUGAL straight away with the solution, some POKES and a map. Now the letter has come all this way to England I can't not print it, can I? So here it all is...

★Get to the cemetery and pick up Chord One

★Get Chord Two

★Go to the scrapyard as fast as you can (before the clock reaches 6:30)

★Defeat Blade and Karg to get a new chord

★Get to the store before 4:30

★Kill seventy ghosts to get a new chord

★Get Chord Three and Chord Four (the fifth and sixth chords)

★Go to the rooftops

★Once inside your space disc, kill the enemies

★After a few moments you are given your seventh chord

## SUPER HERO

- |                                     |                          |
|-------------------------------------|--------------------------|
| 10 REM SUPER HERO HACK              | 50 LOAD ""CODE 27600     |
| 20 REM HOWDON HACKERS'88            | 60 PAPER 0: CLS          |
| 21 REM INFINITE MEN AND ALL WEAPONS | 70 LOAD ""CODE 16384     |
| 30 CLEAR 27599                      | 80 POKE 49625,0          |
| 40 LOAD ""SCREEN\$                  | 90 POKE 40444,0          |
|                                     | 100 FOR F=46334 TO 46337 |
|                                     | 110 POKE F,255           |
|                                     | 120 NEXT F               |
|                                     | 130 RANDOMIZE USR 40341  |

## +3 POKES AT LAST!

Yes, that's right ladies and gents, guys and gals, apples and oranges(!), these are the very first +3 POKES to be printed in CRASH (cue wild applause, 'boo ssss', damn that's the wrong button). They are for that super arcade conversion from Domark, *Star Wars* from Andy 'Disk

Destroyer' Miller and Firebird's brilliant *The Sentinel* from The Howdon Hackers. If you follow the instructions below on your +3 then you should get the reward of infinite shields on *Star Wars* and infinite energy on *The Sentinel* – now aint that great?

### THE SENTINEL

- 10 REM THE SENTINEL +DISK HACK
- 20 REM HOWDON HACKERS'88
- 30 REM
- 40 CLEAR 39999
- 50 FOR F=40000 TO 40033
- 60 READ A: POKE F,A
- 70 NEXT F
- 80 LOAD "13A:SENTINEL.001"SCREEN\$

- 90 LOAD "9A:SENTINEL.LDR"CODE 32768
- 100 RANDOMIZE USR 40000
- 120 DATA 17, 0, 64, 237, 83
- 130 DATA 46, 128, 33, 81, 156
- 140 DATA 6, 1, 237, 176, 195
- 150 DATA 0, 128, 205, 81, 192
- 160 DATA 151, 50, 206, 126, 50
- 170 DATA 32, 146, 201, 127
- 180 DATA 72, 72, 39, 56, 56

## STAR WARS

1. Enter +3 BASIC mode.
2. Insert *Star Wars* disk.
3. Type LOAD "DISK" and press ENTER.

4. Immediately keep hold of the BREAK key until a listing appears.
5. Type 71 POKE 45268,0 (ENTER).
6. Now type RUN (ENTER).
7. When the game loads you will have infinite shields.



[illegible] OPEN DOOR

closed door

POST (YOU CAN HIDE  
BEHIND THEM)

...

1001207

COLD MINE

3704E.

10

КОНСТАНТИН

3774

5016

5. 5.16

252

10

Splatoon



# HANDSOME HOWDON

Phew! Just as I thought I was due for a trip towards the Editor's Size 12 Reebok boot, I found a small package full of POKES from the Howdon Hackers to fill up some pages and save my skin! These headstrong hackers have sent in

hacks for all the great new games, and even some for Code Masters too (apologies to The Darlings, I'm only kidding - I love *Pro Ski Sim* and *Dizzy*), so I'm sure there must be something here that will suit your taste.

## JOE BLADE II

```
10 REM JOE BLADE II
   HACK
20 REM HOWDON HACKERS'88
30 REM 48 AND 128
40 REM
50 CLEAR 32767
60 LET T=422456: LET
   W=85
70 FOR F=32768 TO 32852
80 READ A: POKE F,A
90 LET T=T-W*A: LET
   W=W-1
100 NEXT F
110 IF T<>0 THEN
   PRINT"DATA ERROR!":
   STOP
120 RANDOMIZE USR
   32768
140 DATA 221, 33, 170, 250,
```

```
17
150 DATA 51, 3, 55, 159, 205
160 DATA 86, 5, 122, 179, 32
170 DATA 240, 17, 175, 255,
   33
180 DATA 136, 253, 126, 254,
   124
190 DATA 40, 2, 46, 141, 54
200 DATA 195, 44, 115, 44,
   114
210 DATA 33, 48, 128, 17, 175
220 DATA 255, 6, 1, 237, 176
230 DATA 195, 4, 251, 151, 33
240 DATA 24, 4, 34, 187, 226
250 DATA 34, 187, 230, 34,
   227
260 DATA 224, 50, 158, 222,
   50
270 DATA 173, 136, 50, 62,
   217
280 DATA 50, 154, 217, 50, 6
290 DATA 218, 50, 104, 218,
   195
300 DATA 64, 80, 127, 72, 72
```

## DRACONUS

```
10 REM DRACONUS HACK
20 REM HOWDON HACKERS'88
30 REM
40 CLEAR 25600
50 FOR F=25500 TO 25541
60 READ A: POKE F,A
70 NEXT F
80 LOAD ""CODE
90 RANDOMIZE USR
```

```
25500
100 DATA 221, 33, 0, 64, 17, 0
110 DATA 27, 55, 159, 205, 86
120 DATA 5, 221, 33, 0, 100,
   17
130 DATA 0, 156, 55, 159, 205
140 DATA 86, 5, 151, 50, 215
150 DATA 250, 50, 197, 0, 102
160 DATA 146, 245, 195, 0,
   102
170 DATA 127, 72, 72, 56, 56
```

## CYBERNOID II (128K)

```
10 REM CYBERNOID II
   HACK
20 REM HOWDON HACKERS'88
30 REM 128K VERSION
40 REM
50 CLEAR 24999
60 FOR F=25270 TO 25300
70 READ A: POKE F,A
80 NEXT F
90 LOAD ""CODE
100 RANDOMIZE USR
```

```
25270
110 DATA 33, 191, 98, 34,
   198, 97
120 DATA 195, 168, 97, 151,
   50
130 DATA 84, 119, 50, 220,
   140
140 DATA 50, 208, 116, 246,
   195
150 DATA 50, 125, 140, 195,
   0, 99
160 DATA 127, 72, 72, 56, 56
```

## CYBERNOID II (48K)

```
10 REM CYBERNOID II
   HACK
20 REM HOWDON HACKERS'88
30 REM 48K VERSION
40 REM
50 CLEAR 24999
60 FOR F=25270 TO 25300
70 READ A: POKE F,A
80 NEXT F
90 LOAD ""CODE
100 RANDOMIZE USR
   25270
```

```
110 DATA 33, 191, 98, 34,
   198, 97
120 DATA 195, 168, 97, 151,
   50
130 DATA 133, 119, 50, 240,
   116
140 DATA 50, 102, 141, 246,
   195
150 DATA 50, 7, 141, 195, 0,
   99
160 DATA 127, 72, 72, 56, 56
```

Cor, we made it! It took some doing but we got here. I hope you enjoyed that lot, I'm sure you did and if you didn't I'd like to know why! No, only kidding. If you saw your name in amongst it all, you should have an Olibug flying through your front door any moment now . . . Any hassle, give us a bell.

I'd just like to say thanks to everyone who's sent me stuff (wallpaper, bits of pizza etc) over the past year, and if you didn't get it printed, please don't give up. Keep sending the work in and who knows, you may be lucky in 1989 . . . The address is (as you should all know) . . .

**NICK 'THE GREAT' ROBERTS, Playing Tips, PO Box 10, LUDLOW, Shropshire SY8 1DB.**

Thanks again and I'll see you in '89. Bye . . . !!



# AFTERBURNER

AERIAL ARCADE ACE

# SHAKE. RA



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Amiga (£24.99)



# RATTLE. ROLL IT..



Amiga screen shots shown



ST screen shots shown

## ACADEMISATION OF THE YEAR'

(£12.99 Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99),  
(£24.99) and MSX (£9.99).

**AFTERBURNER** – You've played the arcade **smash** – now **experience** the white-knuckled **realism** of a supersonic **dogfight** at home! Using your heat-seeking **missiles** and laser anti-aircraft **fire**, can you be **top gun** against a seething supersonic **swarm**?

**Experience** brain-numbing **G-forces**; bones **rattling** with the body-jarring **pitch** and yaw . . . scan with your **radar**, **lock on** your target and **FIRE!**



# HOLY COMICS, BATMAN!



MOST OF US READ COMICS... INDEED THE JETMAN COMIC STRIP IS ALWAYS ONE OF THE MOST POPULAR PARTS OF CRASH. OF COURSE MANY ADULTS DO AS WELL, Mark Caswell INCLUDED - BUT DO YOU REALISE THE AMOUNT THAT ARE AVAILABLE ON THE MARKET NOW? NO? WELL MARK C. DIDN'T TILL HE POPPED DOWN TO LONDON AND VISITED A FEW SPECIALIST COMIC DEALERS. 'WE'VE NEVER HAD IT SO GOOD,' HE SAYS! JUST TRYING TO LIST EVERY PUBLICATION COULD EASILY FILL A COPY OF CRASH. SO, DUE TO THE CRUEL LIMITATIONS OF SPACE (my fault, I suppose? - E.A.), HE CAN ONLY GIVE A BRIEF REVIEW OF A HANDFUL THAT PARTICULARLY ATTRACTED HIS ATTENTION. MOST OF THEM ARE PUBLISHED IN THE UK, AND SHOULD BE OBTAINABLE FROM THE LOCAL NEWSAGENT, BUT THERE'S ALSO A QUICK LOOK AT PUBLICATIONS FROM THE TOP TWO OVER THE POND... DC COMICS AND MARVEL.

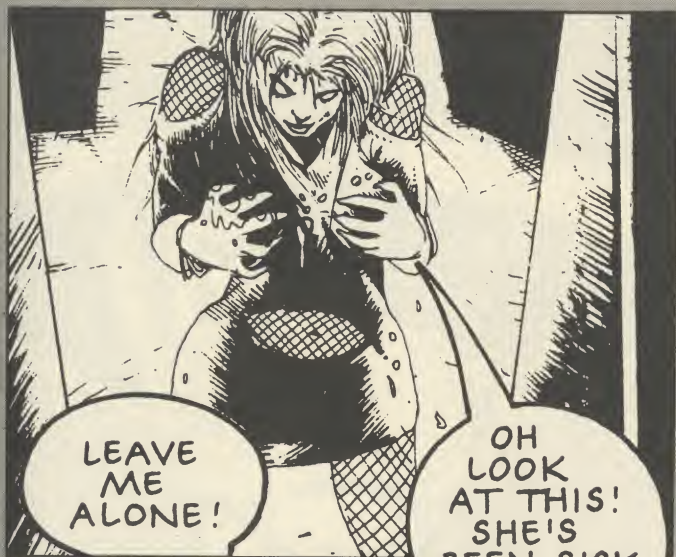


## 2000 AD 30p WEEKLY

Published weekly by Fleetway Publications and edited by the Mighty Tharg, the stories in *2000 AD* are primarily concerned with future events. These include Johnny Alpha (one of the future's mutant bounty hunters despised by normal people and called Strontium Dogs), Slaine (a Celtic Barbarian who rose from a penniless wanderer to Sun King) and old stony face himself, Judge Dredd (top cop of a 22nd century Mega City). The latter

two characters have, of course, inspired computer games, while another *2000 AD* character – Judge Anderson – was featured in a special comic pullout in Issue 47.

The comic itself is well laid out, and drawn by some of my favourite comic artists (Ian Gibson, Brian Bolland, Ron Smith, and Massimo Belardinelli). Although the occasional story is weakly plotted, for the main part they contain what Tharg himself calls 'Thrill Power', and will certainly keep most people eagerly turning the pages. As the Mighty One says, 'Zarjazz'.



## BATMAN MONTHLY 75p MONTHLY

One of America's most famous crime fighters has, along with sidekick Robin, been given his own monthly comic. Yes, that caped defender of truth and justice, featured in one Ocean computer game with another two (!) planned, is back just as a new film nears production. The comic is packed with the exploits of such arch villains as The Riddler, Joker, The

Penguin, and Cat Woman so poor old Bruce Wayne is going to be in and out of the Bat Car like a yo-yo. After a quick read I've no doubt this will be as popular with young kids as those old enough to remember the TV series when it was first shown. At 75p it may seem a little pricey, but it is a monthly and in my opinion well worth it for everyone's favourite caped crusader.

## SUPERMAN 40p FORTNIGHTLY

Superman is a bi-weekly dose of another computer game licence, this time from DC Comics. Packed with crime busting stories from the city of Metropolis, Superman finds himself

up against his old enemy Lex Luthor, plus a variety of natural and man made disasters, and one very determined lady called Lois Lane. Can he handle the pressure? Will Lois Lane discover the secret of man in the red and blue costume? You will just have to read the comic to find out!



## BUSTER 28p WEEKLY

Starring the cloth-caped hero of the title, *Buster* contains some pretty weird and whacky characters. They include Ivor Lott and Tony Broke, the loadsamoney and buggerallmoney of the comic world; then there's the Beast Enders; Prambo, a little kid with

the body of Arnold Schwarzenegger, and the amazing X-ray Specs, the boy with the amazing spectacles which can see through solid objects. Aimed primarily at the younger end of the market, its humour and content parallels comics such as *Whizzer and Chips*, *The Beano*, and *Dandy*. It takes me right back to my youth...

## WHIZZER AND CHIPS 28p WEEKLY

*Whizzer* and its 'rival comic' *Chips* is another of the old favourites from the Fleetway Publications stable, and has stood the test of time well. Sid and Shiner are the friendly rivals who star in this crucial comic, while *Whizzer* celebrities include Joker, the kid who is game for a laugh; Memory Banks, the boy who can't even remember his own name; Sweeny Toddler, the naughty little child who makes everyone's life a complete misery, and, of course, the star of the show, Sid and his Snake. But as you

read through the comic, you notice that it changes hands, yes it now becomes *Chips*. The *Chipites* include Junior Rotter (better known to his friends as JR), whose mischievous antics rival those of Sweeny Toddler; Sammy Shrink, whose size diminishes at the most inopportune moments; Phil Fitt the fittest guy around (unlike our own Phil King), and Watford Gapp, the smart mouthed streetwise kid, who always talks in rhyme. Two comics in one is a great idea, and can be a success as *Whizzer and Chips* has proved.

## THE BEANO 20p WEEKLY

The comic that bought you such great characters as Dennis the Menace, Billy Whizz, The Bash Street Kids and Little Plum was 50 years old this summer. There can't be many people who haven't at least

heard of *The Beano* – one of the best known comics which probably every person reads at some point in their childhood. Characters come and go, but most of the old favourites still survive. As for those who don't, I'm sure will be fondly remembered by Beano fans – whatever happened to Biffo the Bear?





## THE SPECTACULAR SPIDER-MAN ANNUAL

£1.15 YEARLY

No, this isn't one of the hard backed annuals that appear in WH Smith at this time of year, but rather a 64-page full-colour comic starring ol' Spidey in a story entitled *Return To Sender*. The story starts with our web-headed hero taking a few minutes well-earned rest when, suddenly, the peace is shattered by an mysterious energy blast which destroys a nearby building. On investigation he finds the source of the disturbance – two goons in a strange flying contraption chasing a woman down the street, trying to nail her with energy blasts similar to the one which almost punched Spidey's card.

After a brief tussle, Spidey knocks the baddies for six, and catches up with the now hysterical young lady and to his surprise comes face to face with... Gwen Stacy (an old flame of Peter Parker's who was killed in an accident long ago). Spider-Man is so stunned by this that he doesn't notice

the bad guys are back in action. They blast him with a stun ray and escape, but the young lady has also disappeared. Later that evening Peter is visited by the same lady, but before he can get an explanation from her, another mysterious stranger pops out of thin air, zaps Spidey and grabs the girl.

By now our hero is getting sick of being a target (not surprisingly – Ed), so he grabs hold of the bad guy just as he is teleporting back to his master, the High Evolutionary. Of course the High Evolutionary has numerous guards and they all jump Spidey. But help is at hand when seven young people appear out of thin air, and come to Spidey's aid. But who are these mysterious young people? (CRASH Readers? – Ed) Who is the High Evolutionary? (True believers should already know.) And has Gwen Stacy really come back from the grave? (And should she return there? – Ed) Read the comic and it'll all make sense – promise.

## THE SAGA OF THE SUB-MARINER

80p MONTHLY

The *Saga Of The Sub-Mariner* is a twelve-issue limited series from Marvel comics, charting the life and legend of Namor, prince of the eternal realm of Atlantis. The story starts right at the beginning of time, just as the legendary city of Atlantis sinks into the sea. To surface-dwellers (as the Atlanteans call us) the city might seem lost forever. But to a race of

amphibious humans the ruin of Atlantis soon becomes a welcome home. In time these amphibians evolve into the race who rebuilt Atlantis to its former glory, and gave birth to perhaps the greatest Atlantean of all: Prince Namor. Marvelites will probably be familiar with the life story of Namor, but the rest of you should take this golden opportunity to explore the undersea world of Atlantis. Compulsive reading.



## EAGLE 30p WEEKLY

Featuring one of the archetypal space heroes, Dan Dare, *Eagle* is a weekly dose of mystery and mayhem that has been thrilling children and adults alike since its inception in 1950. Dan Dare himself needs no introduction (he's inspired

two computer titles by Virgin Games) but there are other stories here as well. *Computer Warrior*, for example, tells the story of a young boy whose computer games take on a frightening reality while *Kid Cops* has children keeping law and order on Earth – since all the parents are fighting a war on the Moon. Well worth a look in short.

## HALO JONES 75p MONTHLY

Published monthly by SQP Inc, *Halo Jones* is a reprint of the *Ballad of Halo Jones* Book 3 story first printed in 2000 AD. Set in the 50th century, Halo has succeeded in escaping from her unhappy life on Earth, and now finds herself enlisted in the army. A decision she will soon regret when she and her platoon is sent to the planet Moab, the most dangerous warzone in the Tarantula Nebula. The comic was written by Alan Moore (the man who bought you the world's most anarchic students; Waldo 'DR' Dobbs and Ernest Errol Quinch) and drawn by Ian Gibson (also known as Q Twerk and Emberton). The result is a bleak, but often humorous insight

into one woman's struggle to keep her sanity in the craziness of war.

Also included in the comic is *Sooner Or Later* (again from 2000 AD) which stars an unemployed youth from Croydon called Michael Swift. His story begins when he's mistakenly transported from the 20th to the 30th century – where wealthy citizens 'save' people from the barbaric past. The mistake is discovered when Mr and Mrs Katsbreath, who wanting a concert pianist called Michael Swift, end up with our reluctant hero. Unfortunately lacking the funds for a return home (because a crumpled giro and two sticks of chewing gum aren't considered legal tender in the 30th century) Swift is forced to wander the streets of Ether City in search of 'The Job'.





## SLAINE THE BESERKER

75p. MONTHLY

This is the second SQP Inc title I have included here, and again it features two classic stories from 2000 AD. The first follows the exploits of Slaine (pronounced Slonya - CRASH English Dictionary) Mac Roth and his merry band who, with the aid of a temporarily friendly Cythron called Oeahoo (pronounced Oh ear hoo, I think - CED), are attempting to enter the Tomb of Grimmismal - the former leader of the evil Cythrons. If Grimmismal is allowed to regenerate, life as we know it will be extinguished. So it's up to Slaine and Co. to enter the maze of traps and dead ends, find the

Dark God and kill him before he can destroy the Earth.

*Black Hawk* is the title of the second story and it also just happens to be the name of the hero. Kidnapped by alien slavers from his life as a Roman Gladiator, Black Hawk now finds himself on the sinister planet Silversun, robbed of his soul by a creature called the Alien Soul Sucker (makes sense - Ed). Now he must retrieve what is rightfully his, or become as cruel and evil as the being that stole it. So, with companions Ursa the Bear, Zog the Dwarf, and Battak the Baskiri (and more than a little help from the BBs), that is exactly what he sets out to do.



## BATMAN - THE KILLING JOKE

£1.95 ONE OFF

Finally, to round off what I hope has been an entertaining article, I bring you a 'graphic novel' entitled *Batman - The Killing Joke*. This is one of those glossy, and expensive 'adult' comics which aim for a slightly older audience. Alan Moore is undoubtedly one of the best writers in the field and together with illustrator Brian Bolland, has once again produced a real gem. The plot concerns a clash between Batman and one of his greatest foes, the Joker. Also included is a flashback to how the Joker became such an evil and dangerous criminal. What makes all this particularly interesting is how Moore broadens the tale to implicitly ask generally why anybody turns to evil? According to the Joker anyone would, if subjected to enough horrific pressure. To find out if Batman agrees you'll have to read the graphic novel. The chief attraction, however, is probably Moore's beautifully cinematic fusion of images and dialogue with some superb transitions between scenes.

WELL THAT, UNFORTUNATELY, IS IT. I HOPE THAT I'VE GIVEN YOU SOME IDEAS FOR COMIC READING OVER THE FESTIVE SEASON AND WAY ON INTO THE NEW YEAR.

SEEK AND YE SHALL FIND. SPECIALIST COMIC SHOPS ARE OBVIOUSLY THE PERFECT PLACES (IT IS HERE THAT I FOUND MOST OF THE STATESIDE COMICS MENTIONED). GREAT FUN IS TO BE HAD RUMMAGING THROUGH THE PILES OF COMICS, BOTH OLD AND NEW. BUT DON'T FORGET YOUR FRIENDLY NEIGHBOURHOOD NEWSAGENT. THEY HAVE A LOT TO OFFER AS WELL. BUT WHEREVER YOU GO... HAVE FUN SPLUNDIG VUR THRIGG, EARTHLETS!



## USAGI YOJIMBO

£1.30 EIGHT ISSUES PER YEAR

Written by Stan Sakai, and published eight times a year by Fantagraphics Books, the comic chronicles the travels of a Ronin (wandering lordless samurai) Warrior called Usagi Yojimbo. The difference between this warrior and most of the others who run around Japan shouting, and waving their large and lethal swords around, is that the hero of this story bears more than a passing resemblance to Bugs Bunny. Yes, Usagi is a rabbit, but far from merely

being a cute little bunny with floppy ears, and a fluffy tail; he is a brave, sword-wielding bunny with floppy ears (etc). On his travels Usagi meets many people and has numerous adventures, but as a Samurai he is honour bound to be humble and help the meek and defenceless, while kicking the stuffing out of the bad guys in the process, of course. So if you like martial arts films, and *Bugs Bunny* (strange combination - Ed), take a look at Usagi Yojimbo, bruddy wonderfurr fun.





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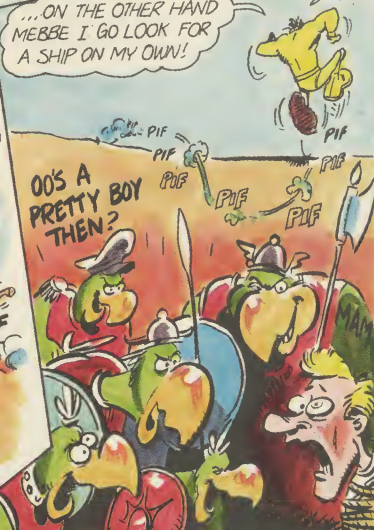
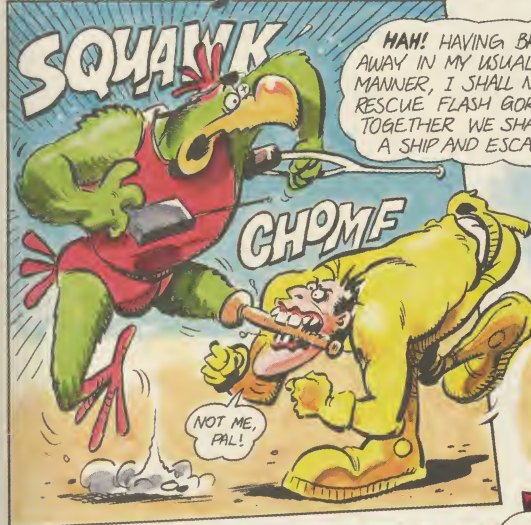
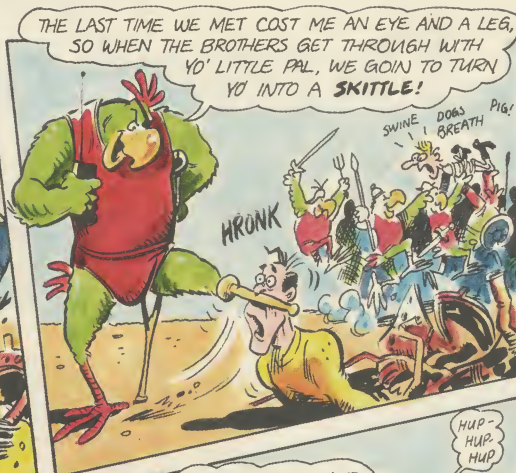
A LEGEND IN GAMES SOFTWARE



# ULTIMATE PLAY THE GAME

PRESENT

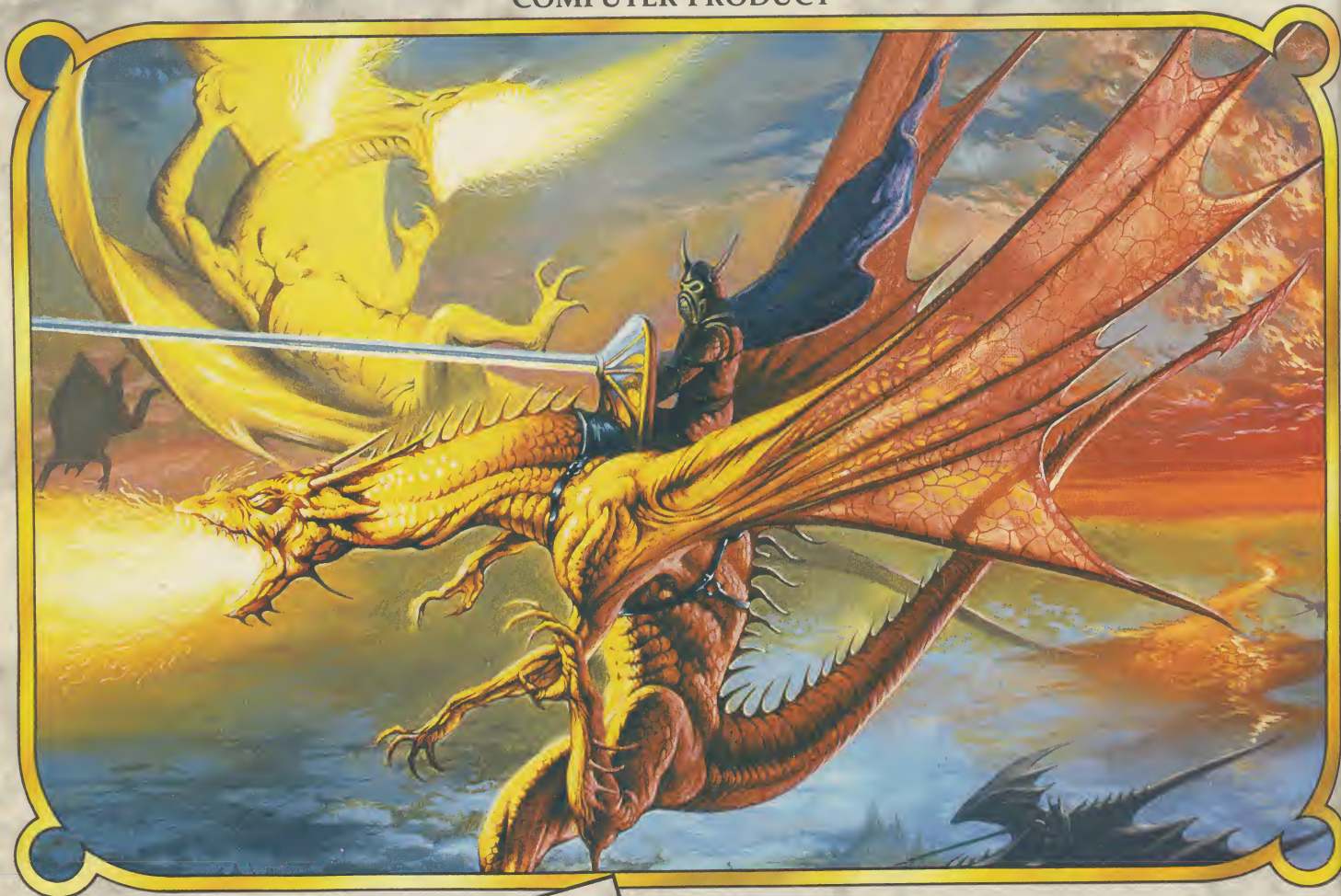
## JETMAN



NEKS MOON!



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**Advanced Dungeons & Dragons**  
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 OF THE LANCE**

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# COME ON DOWN, THE PRIZE IS RIGHT!!

WIN YOUR OWN  
GAME SHOW HOST!



## THE BOBBY YAZZ SHOW

says come on down to all CRASH readers and get the best competition prizes right here!

Come on down because the prize is definitely right, or could be if you enter this great **Destiny** competition. *The Bobby Yazz Show* (85%, Issue 57) is the subject of this comp and as you all remember Bobby is your typical game show host. Unfortunately his game show has a fatal, unique feature (bit like Schwarzenegger's *The Running Man* – Ed) – whenever a competitor inevitably fails a round he doesn't just get the Bobby Yazz cheque book and pen, the unlucky person is killed!

Well, luckily there was no chance of me risking life and limb when I rang *Destiny* and asked them for details of prizes, but then they're such a nice bunch of people anyway. (Well, to tell you the truth, *Destiny's* main man was in hospital, and things were extremely different – GWS Francis!) **First prize** is a strange looking entity called **Mr Game Show** from a company called Rainbow Toys (no relation to Rainbow Arts, so you won't be getting sued or anything like that!). What does it do? Actually this small Leslie Crowther lookalike has an incredible 700 vocabulary, enabling him to participate in one of three different quiz games. The figure will also praise you for correct answers and scold – but not kill – you for incorrect ones.

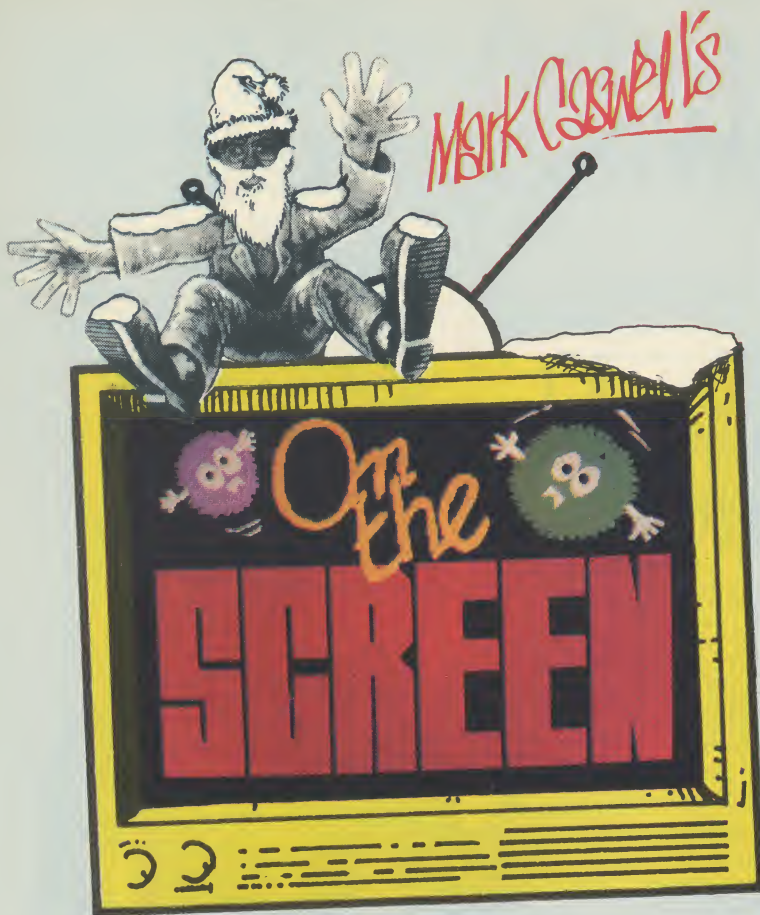
**Thirty runners-up** will receive a copy of *The Bobby Yazz Show* game. To 'come on down' and possibly win a prize, just answer the y peasy game

show questions below. Then post the answers (on the back of the obligatory postcard etc . . . ) to . . . **THE PRIZE IS RIGHT, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB**. All entries will be perused by the terrible trio of CRASH Judges, and their word, as usual, is final ('final' – CRASH Judges). Remember, entries must reach us by January 1 1989, or else by the time you come on down, we'll of all gone home, ha ha!

- 1 Which game show does Paul Daniels host?
- 2 This man coined such famous phrases as 'good game, good game' and 'give us a twirl' – who is he?
- 3 Who says 'come on down'.
- 4 Which famous consolation prize is won on *Blankety Blank*?
- 5 On which show can the contestants win 'big money'?
- 6 Which TV quiz show is hosted by Michael Barrymore?







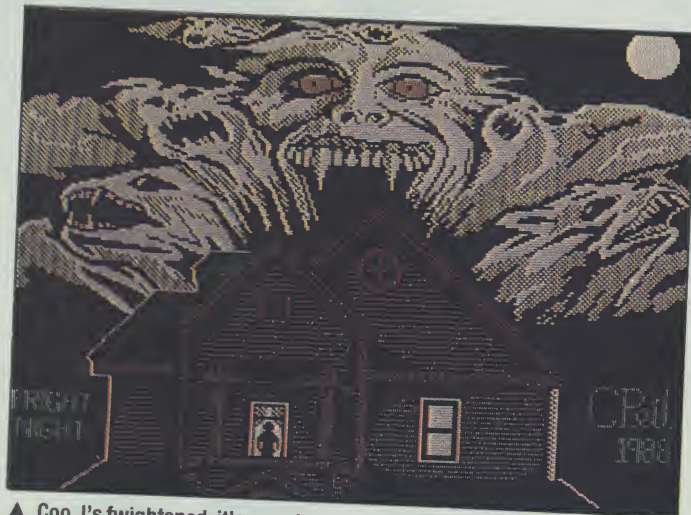
Well, it's that time of year again. Relatives you hardly ever see descend on your humble abode and stuff themselves with as much food and drink as they can find (people not unlike our Phil and Nick). So just smile sweetly and accept all of those unwanted presents (usually the sweater with four arms and two head holes that Aunt Mable has been giving you for goodness knows how many years).

Yuletide is well and truly upon us, and aren't presents expensive these days? Even a cheapo-car cleaning kit (shouldn't that be cheapo car-cleaning kit? – Ed) for the Ed's Fiesta doesn't leave much change out of a tenner.

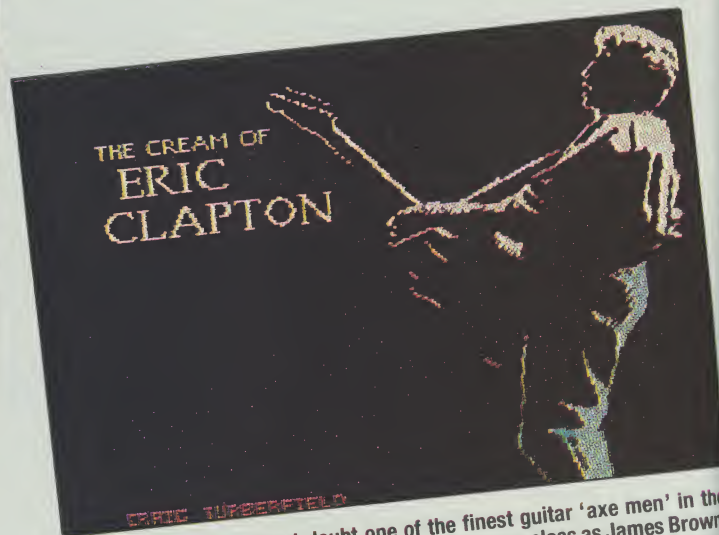
Hands up all those of you who have asked Santa for a computer game for Christmas..? All of you have? Great. What would we do without the software houses to fill out all the wrapping paper bought at Christmas time? Those selfless servants of the public pocket deserve all the support they can get, so make them happy in 1989 – go out and buy their games! (Okay Mark, end of the software industry advert! – Ed.)

Okay, enough joking around, let's get down to business. James Brown is blasting out of the office hi-fi system (Nick's portable cassette/radio), the sun is shining (behind heavy, black clouds) and I've got a stinking cold, so what's new?

Well, you've sent in lots of nice screen shots, loads more have been liberated from the mountains of strike-delayed mail, and here's a selection... Hang on, who's this clanking into the office? It's none other than RoboCop. You won't find any ED 209s in here mate, although we do have an Ed over there...



▲ Coo, I's fwightened, it's a nasty monster, Bwah! Actually it's a piccy from a rather spooky (and hilarious – Ed) video release called *Fright Night* (I showed it to the Comps Minion the other day, and we haven't seen him since – that'll stop him sneaking around the office, moaning about the price of this and that, and how badly he's treated). Anyway thanks to my old mate Chris Peil from Bolton for this screen.



▲ Eric Clapton is without doubt one of the finest guitar 'axe men' in the business – although vocally not quite in the same class as James Brown, of course. Craig Turberfield from the bardic town of Stratford-upon-Avon sent in this wonderful **SCREENS** of the great man, recreating the cover of the recently-released album.  
Thanks Craig.

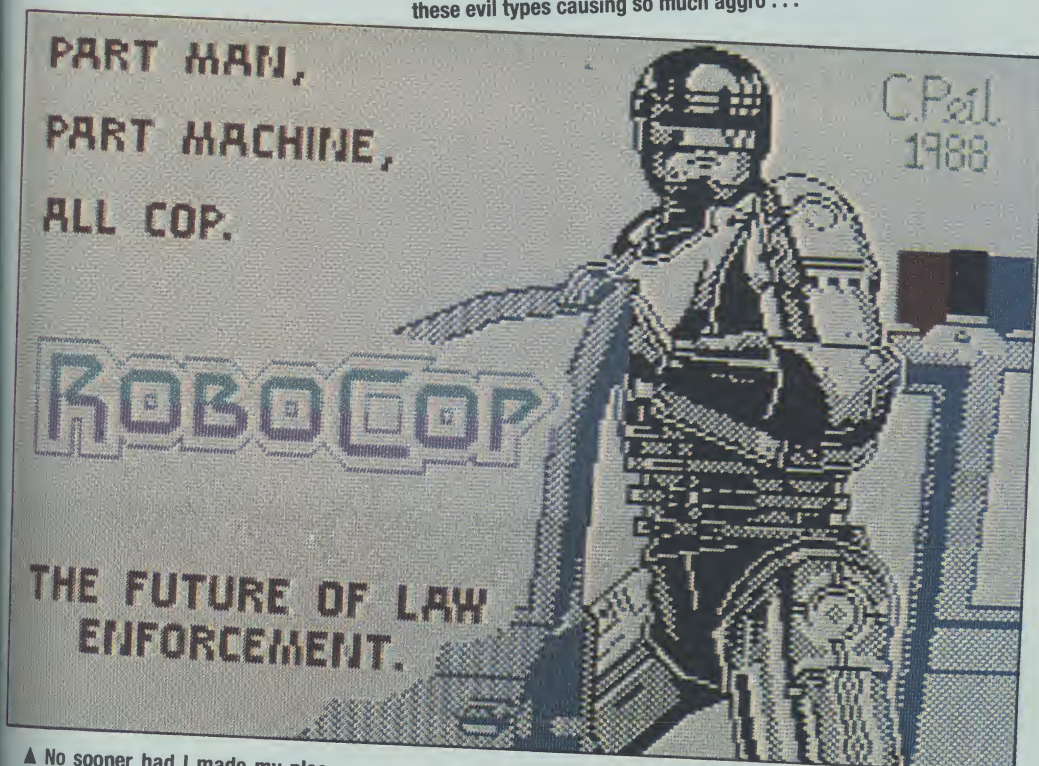


◀ Gavin and Michael Nottingham have here half-inched the cassette cover design for Imagine's *Salamander*, and very good it is too, nice work guys.





▲ Cor blimey, Anthony Henn from Birmingham has gorn and nicked the cover design used on Issue 39, entitled The Evil Emperor. Over the last few months the baddies have been overrunning the office. So let's have some screens of a few heroes please, it's getting unbearable having these evil types causing so much aggro...



▲ No sooner had I made my plea for a hero, than with a sound like King Kong breakdancing, the door was blown off its hinges and in through the smoking rubble strode... RoboCop, he soon sorted the baddies out. (Apparently we can move back into the office in about three months' time - when the builders have finished.) Thanks to Chris Peil (who else? - Ed) for the picture. Now, who can we ask to sort out our Phil and Nick..?

▼ Ah, here's just the fella. R S Krom from The Netherlands sums up my feelings precisely. Forget steroids, get yourself bathed in gamma radiation and you'll end up as big and green as this fella (and probably dead too!).



'And now the end is near, so I face the final curtain', yes here it comes, the end of 1988. You just seem to get into your stride, then bang, you're a year older. How has your year been? Mine's been pretty lousy (what with being stuck in hospital for a couple of months earlier in the year). But I'm a lot better now, I won't go into the gory details, they might put you off your Christmas Dinner. But if you insist... I had a very complicated operation, something to do with having my wallet surgically removed, as a result of being told it was 'my round' down at the local Pig and Whistle.

I would like to take this opportunity to wish you all a very Merry Christmas, and thank you for sending in your hard work throughout 1988. It's unfortunate that I haven't been able to show off all of your screen shots, but that's showbiz as they say. (No, that's space - Ed.)

Oh, and before I forget, some of you have been sending me black and white SCREENs recently, they're all very nice, but the Ed has asked me to ask you - colour shots from now on please. I may let the odd black and white shot through occasionally, but I think you must agree colour does liven up the page, especially as OTS is now printed on wispy white paper.

So keep sending me your OTS entries in 1989, and remember the same rules will apply. Design your wonderful screen(s), pop a cassette or disk containing the said work into an envelope, and please remember to add the SAE if your work is to be returned. (I still get people wanting their cassettes back without sending an SAE. As this is Christmas I may be merciful, but please send an SAE if you want your work back from now on.) There is a £40 worth of software prize for the best, and £10 worth for the rest shown.

So don't sit and fall asleep in front of the TV on Christmas Day! Design a screen and sent it to ME, that's... Mark 'WARHOL' Caswell, On The Screen, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB. See you next year...



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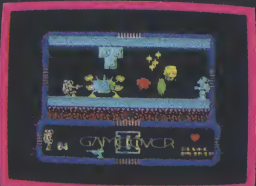
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# CECCO'S LOG

## Stardate: 3 October 1988

Ahh! How wonderful it is to once again be tucking into my pride and joy – *Stormlord*. To be quite honest, I was getting rather jaded bashing away at *Cybernoid II*-type code for so many months. Programming the same game can

become very routine and boring after a while, regardless of how innovative or tremendous you thought it was at the beginning. Of course, being the modest chap that I am, I never think that my games are innovative or tremendous – it's just a simple fact that they're fantastic. (I hereby state that the universe revolves around a phenomenally dense and large celestial body perched on Raf Cecco's shoulders – AH).

## Stardate: 4 October 1988

Thinking about *Exolon* and *Cybernoid*, I decided that the information panel in *Stormlord* should be a totally different affair from the panels in these games. I have the idea of representing virtually all the information the player of *Stormlord* will require in a graphical, as opposed to numerical, form. At the end of the day it will look a lot more pretty and less boring than my old style panels.

I set about doodling with some panel designs, trying to find a happy medium between graphical appeal and functional legibility. I really get into designing graphics and often find that many a creative hour has passed without me noticing. These days, regrettably, it is becoming the norm for graphics to be drawn by an artist leaving the programmer's time free to concentrate on coding. Oh well, at the end of the day it all adds up to a better game.

## 6 October 1988

I am informed of a meeting to be held with Paul 'nice guy' Chamberlain (Software Manager) at Hewson HQ on the 19th. Nick Jones (my C64-owning chum) and I will both have to attend. In fact, Nick and I have been paired together so often these days that you'd think we were brothers, despite the fact that I'm infinitely more handsome than he is.

## 11 October 1988

Nick and I discuss (between numerous renditions of *Bohemian Rhapsody* by Nick on the piano) possible ways that



► A friend tells Raf the truth. Raf misunderstands and uses anti-perspirant on computer



the main character in *Stormlord* may fire. In the end I opt for a system whereby the player holds down the fire key to build up energy and then releases the key to throw the projectile. The more energy has been built up, the faster and further the projectile will go. This introduces a nifty element of strategy that I will utilize when planning out the maps.

## 12 October 1988

More coding up of *Stormlord*'s information panel gets the 'life force' and 'fairy level' (!?! indicators working. I am very pleased with the way it's looking.

## 13 October 1988

I visit good friend and fellow programmer, David Perry (who wrote *Savage*) to have a look at his new car (a nifty VW Scirocco 1.8 Turbo). The only problem is that good old David is 6'8" tall, and so has to drive with the sun roof open all the time! (This is actually true, folks!)

## 14 October 1988

I spend the best part of today re-coding the sprite-handling system in *Stormlord*. I could adopt the old adage of 'if it works then leave it', but feel that the new modifications (that make the routine more flexible) will pay dividends as far as programming time goes in the long run.

## 18 October 1988

The usual 'last-minute rush' that most programmers know and love is in full operation as I frantically 'bang that code in' ready for the meeting tomorrow. Why is it that my Spectrum *always* starts playing up at times like this? Load plastic 'smashing against desktop' noises, cries of 'work you vicious thing!' (word changed due to decency - Ed) and 'Oh PLEASE!' can be heard emanating throughout the household. You could probably fry bacon on my forehead through these demonstrations of that old saying...

*'It's a bad workman who smashes his tools to bits and swears a lot.'*



▶ Raf faints after smelling armpit! Suryani catches falling programmer.

## 19 October 1988

After saving my demo for *Stormlord* onto tape at the last minute, I rush to Nick Jones's house thinking that if I zoom along at highly dangerous speeds we'll be in time for the meeting. Nick absolutely insists that he must have a shower before we set off because he, 'feels awful'. (One of these days...)

Apart from me being blamed for being late, the meeting with Paul Chamberlain at Hewson proves to be exceptionally unusual. Nick and I are actually slightly praised for our work (but as usual we had to make our own coffee...). We discussed the CRASH cover demo of *Stormlord* and decided that a few more days work would make it worthy of your indubitable scrutiny. (Look out for the demo of Raf's latest



▶ Raf hard at work again

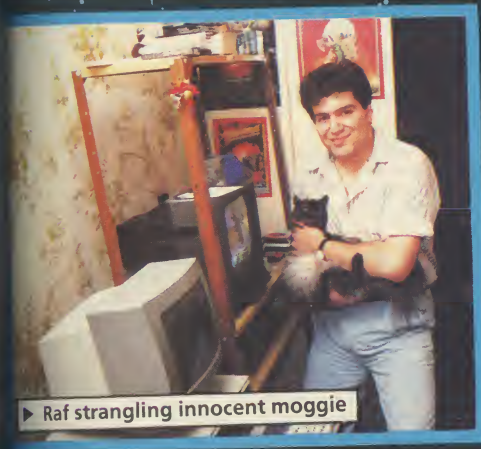
and greatest game on the next issue of CRASH.) I don't know, you people get such unbelievable value for money from this splendiferous magazine - excellent reviews, competitions, photographs of Corinne Russell and Maria Whittaker, cover tapes and Cecco's Log, but of course! (Cheers, Raf. I knew that free CRASH T-shirt would have some effect on you! - Ed.) Paul shows me the *Stormlord* packaging artwork and logo. Hmm... Jolly good I reckon, except that the fairy has been de-winged (but then, nobody's perfect, although Andrew Hewson insists that he comes pretty close.)

## 21 October 1988

Now, I bet you expect me to say, 'for some reason this month's log has to be ended early'.

Well I can't because for some reason this month's log has to be ended early. (Chuckle...)

(Before you go, Raf, where's the seductive screen shots of *Stormlord* that you promised last month. - Ed.) (Umm... - Raf (leaves in a cloud of dust...))



▶ Raf strangling innocent moggie



# 24 HOUR

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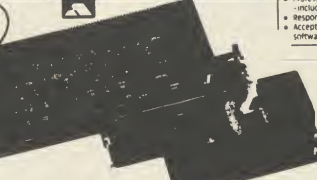
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# PROGRAMMERS ON PROGRAMMERS

After publishing our reviewers' 'All Time Greats' in Issue 57 we thought it a good idea to ask some of the Spectrum's best programmers what they thought were the true classics, and which binary maestros they most admired. Asking the questions was fearless PHIL KING, his only conditions; no naming programs or games produced by the programmers' own regular software house. A rule courteously followed by all... well almost all.



## DOMINIC ROBINSON (Graftgold)

Dominic first came to the attention of Spectrum gamers when he converted Andy Braybrook's C64 classic *Uridium*. A Spectrum version of this horizontally scrolling shoot-'em-up was thought impossible, but Dominic succeeded with a brilliantly playable and very detailed arcade game (90%, Issue 35).

Not content with just one best-selling Spectrum shoot-'em-up, Dominic went on to score another hit with *Zynaps* (91%, Issue 42). His third game, however, took a completely different approach being very puzzlish, released on Hewson's Rack-It label *Anarchy* earned a very respectable 77% in Issue 43.

Unfortunately for us Spectrum owners, Dominic has now moved onto 16-bit machines, aiming to repeat there the success he's had on the Spectrum.

1. *Starstrike* — 'the vector graphics are fast enough to make it a very playable shoot-'em-up.'
2. *Commando* — 'it's just a great shoot-'em-up, brilliantly converted from the coin-op.'
3. *Alien 8* — 'the innovative 3-D technique of Filamation was put to marginally better use than in the earlier *Knight Lore*.'

**Most admired programmer:** John Phillips (*Impossible*, *Nebulus*) — 'his ideas are always original, and he's so competent technically as to be able to implement them well.'

## MIKE SINGLETON (Maelstrom)

An ex-schoolteacher Mike began his career writing games with *Space Race* for the Commodore PET — achieving record-breaking sales in 1980 of around 300. Fortunately his next game did a lot better, *Games Pack One* selling 90,000 for the ZX81. After that Mike wrote a variety of games for several machines, while work-



ing for the now-defunct Postern. It was for the newly-launched Beyond label, however, that he made his real breakthrough with a revolutionary 'landscaping' technique. The subsequent game, *Lords Of Midnight*, earned an unbeatable ten out of ten in Issue 7's Adventure Trail. Four years later its classic gameplay keeps it in the CRASH Adventure Chart, along with the sequel *Doomdark's Revenge* (10/10, Issue 13). Unfortunately the next revolutionary technique forced the delay of *Dark Sceptre* until Issue 47 (88%), while the final part of the *Midnight* trilogy seems almost permanently shelved as Mike develops yet more innovations for his own software label; Maelstrom Games.

1. *The Sentinel* — 'the technical problems caused by the panoramic view were turned into a virtue of the gameplay, in terms of the way you must transfer from one robot to another instead of moving.'
2. *Driller* — 'it's technically impressive, although perhaps the jerkiness could have been ironed out, but nevertheless an atmospheric environment is created.'

3. *Nebulus* — 'the revolving towers gave a new twist to what is essentially a platform game; very effective.'

**Most admired programmer:** Jeff Minter (early Llamasoft games and *Psychodelia*) — 'he's gone off at a tangent from mainstream software to explore new avenues, getting out of the ruts created by cloned programs and ideas.'



## RAFFAELE CECCO (Hewson)

Raf's first Spectrum success was with *Equinox* (Issue 30, 87%) which missed being a CRASH Smash by the barest whisker. Over a year later Raf returned with the combative *Exolon* to earn his first CRASH Smash (90%, Issue 43). Deploying even more fire power was *Cybernoid* (96%, Issue 51) which is one of the finest shoot-'em-ups ever to appear on the Spectrum. Suitably impressed CRASH invited him to write the diary of his next project *Stormlord*. Briefly interrupted by the programming of *Cybernoid II* (88%, Issue 57) the game of the diary should be out for Christmas.

1. *Knight Lore* — 'it's just technically brilliant and a great game too.'
2. *Jet Pac* — 'it was very impressive at the time and tremendously addictive.'
3. *Commando* — 'it's got very good scrolling; simply a great shoot-'em-up.'

**Most admired programmer:** Tim Stamper (Ultimate) — 'Ultimate set new standards in Spectrum software. Theirs were the games which impressed the most — the 'ultimate' programming team!'

## ANDY ONIONS AND IAN OLIVER (Realtime)

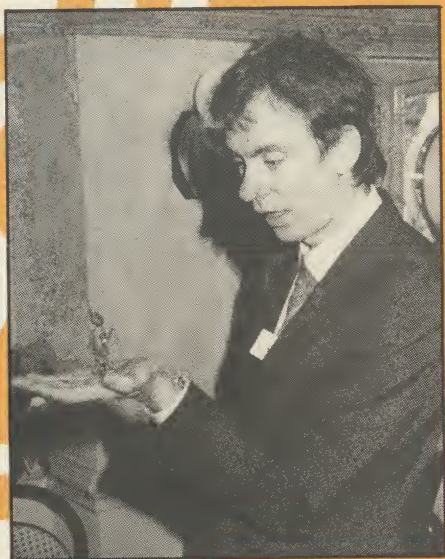
Along with third Realtime member Graeme Baird, Andy and Ian earned their first CRASH Smash for probably the best *Star Wars* variant available; *Starstrike* (93%, Issue 11). A more original sequel — *Starstrike II* — was an even bigger Smash (96%, Issue 26). Their next big hit was the classic *Starglider* (95%, Issue 36) which improved on the ST original in playability. Currently Andy is just putting the finishing touches to the Spectrum version of *Carrier Command* (originally written on the ST by Ian and Graeme).

1. *Tetris* — 'it's such a simple idea, but so deviously addictive.'



2. **Tau Ceti** – 'the strange 3-D shadowing technique used creates an eerie atmosphere.'
3. **Last Ninja 2** – 'the very detailed artwork is impressive even though it's in monochrome.'

**Most admired programmer:** Jon Ritman – 'he's very versatile and has tried many different game styles.'



**STEVE TURNER (Graftgold)** Steve was around in the very early days of Spectrum software with his Hewson trilogy of shoot-'em-ups: *3D Space Wars*, *3D Seiddab Attack* (79%, Issue 3) and *3D Lunattack* (90%, Issue 4). His versatility was subsequently proven by the 'adventure movies' *The Legend Of Avalon* (91%, Issue 10) and *Dragontorc* (92%, Issue 16). He later created the space arcade adventure *Astroclone* (88%, Issue 22), the brilliant isometric 3-D robot game, *Quazatron* (94%, Issue 29) and the Gauntlet-inspired *Ranarama* (90%, Issue 38). More recently Steve has programmed yet another CRASH Smash, *Intensity* (91%, Issue 57).

1. **Atic Atac**
2. **The Great Escape**
3. **Starstrike**

'Each marked a step forward in programming techniques but despite this, all are well-designed games in their own right which are very playable.'

**Most admired programmer(s):** Raffaele Cecco, John Phillips – 'they are making more money than me! Seriously, they have used the machine well to create very playable games.'

### DAVE MARSHALL (Digital Integration)

Dave first achieved fame with his amazing flight simulation, *Fighter Pilot* (86%, Issue 2). The game was highly acclaimed as one of the most complex, yet enjoyable games of the day and remains one of the most realistic simulations available on the Spectrum. Dave continued his aerial success with the helicopter simulation, *Tomahawk* (93%, Issue 23). Advertised for ages before it appeared the game actually proved worth the wait, with yet another exceptionally realistic depiction of modern warfare.

1. **Elite** – 'it was very absorbing and kept you glued to screen for hours on end.'

2. **Knight Lore** – 'the innovative Filmmation technique was very impressive.'
3. **Mercenary** – 'it's a lot more than just a 3-D shoot-'em-up: a very deep game.'

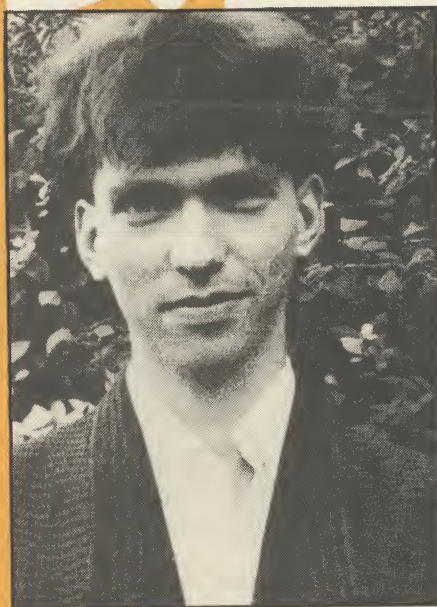
**Most admired programmer:** 'I can't think of anyone in particular.'

### MIKE LAMB (Ocean/Imagine)

Mike's surname may imply gentleness but ironically he is best known for such extremely violent games as that popular beat-'em-up; *Renegade* (89%, Issue 44), the macho military training game; *Combat School* (with Andrew Deakin) (93%, Issue 48) and finally *Target; Renegade* (90%, Issue 52). He is aiming to continue this blood-soaked record with the soon-to-be-released *Rambo III*.

1. **Galaxians** (Artic) – 'it was written by my friend's brother and was one of the first quality Spectrum games.'
2. **Enduro Racer** – 'I like racing games and this is one of the best of the genre.'
3. **Bubble Bobble** – 'it's simply a very playable game.'

**Most admired programmer(s):** William Wray (*Galaxians*), Jonathan Smith, the Ultimate team – 'they're all very competent.'

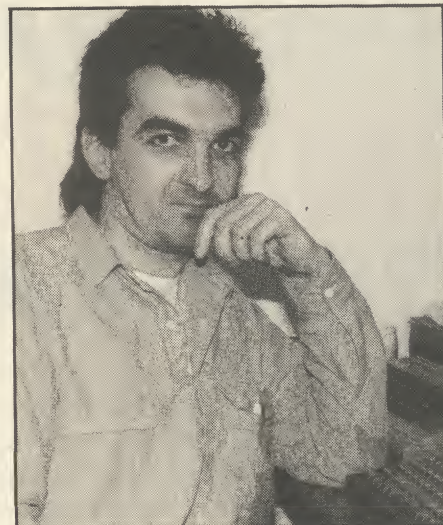


### JOHN PHILLIPS (Hewson)

John is best known for his innovative 'rotating tower' game, *Nebulus* (85%, Issue 47). He also programmed the earlier ball-bouncing *Impossaball* (89%, Issue 37). Unfortunately John, like Dominic, has now defected to the 16-bit machines but its unlikely we've really seen the last of his ideas since his ST smash *Eliminator* is now being converted to the Spectrum.

1. **Mercenary** – 'it's one of the few wire-frame games which works really well.'
2. **Knight Lore** – 'the isometric 3-D technique was so impressive.'
3. **Tau Ceti** – 'an interesting 3-D technique, plus involving gameplay.'

**Most admired programmer(s):** the Ultimate team, Steve Turner and C64 programmer Paul Woakes (creator of *Mercenary*) – 'you never really know how 3-D games are going to turn out, but he always seems to get it right.'



### SEAN CONRAN (Vektor Grafix)

Ace sound and graphics man Sean achieved instant success with his first Spectrum game, the militaristic *Smash, 19 Part One – Boot Camp* (he did the graphics AND the music – not Rob Hubbard). Sean is currently working on a sound and music system for all formats and his ambition is to create a complete game by himself.

1. **Booty** – 'although the graphics aren't very good, the game itself is just tremendously addictive.'
2. **Spectipede** – 'I used to play early arcade games in the pub and this version of *Centipede* is very playable and extremely addictive.'
3. **Make-A-Chip** (Psion) – 'I found it very entertaining.'

**Most admired programmer:** John Pickford (formerly of Binary Design) – 'his programs such as *Zub* and *Amaurote* always have nice little touches and excellent presentation.'



### PETE COOKE (Firebird)

The name of Pete Cooke is synonymous with original, complex 3-D space games such as the atmospheric *Tau Ceti* (94%, Issue 23) and the superb sequel, *Academy* (92%, Issue 36). Later, he created an innovative 3-D version of *Pong*, the strangely titled *Room 10* (62%, Issue 35).



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9. ROAD TOAD

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1. EVIL CROWN
2. WIBSTARS
3. NICK FALDO'S OPEN
4. METEORSTORM
5. DEATH WAKE
6. ROBBER
7. YOMP
8. MICROMOUSE
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1. DARK EMPIRE
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3. HOCUS FOCUS
4. CORE
5. PETER SHILTON'S  
HANDBALL MARADONA
6. SPECTRON
7. CORRIDORS OF GENON
8. HYPERBLASTER
9. 3D TANX

## TAPE 4

1. XENO
2. SNOOKER
3. ARENA
4. BLOOD 'N' GUTS
5. ROBOTO
6. QUETZALCOATL
7. SPACE COMMAND
8. LIFELINE
9. JAWZ

## TAPE 6

1. RED SCORPION
2. 3D SEIDDAB ATTACK
3. CAPTAIN KELLY
4. ARCTURUS
5. PYRAMANIA
6. TWO GUN TURTLE
7. MISSILES DEFENCE
8. 1994
9. BILLY BONG

## TAPE 8

1. NETHER EARTH
2. r
3. DOGSBODY
4. FLYER FOX
5. OVERLORDS
6. THE LUDOIDS
7. TUTANKHAMUN
8. MOON BUGGY
9. S.O.S

## TAPE 9

1. NIGHTFLITE 2
2. LEGIONS OF DEATH
3. STRONTIUM DOG
4. STAR TRADER
5. MUSHROOM MANIA
6. 3D TUNNEL
7. BOMBER BOB
8. THE CHESS PLAYER
9. ESCAPE

## TAPE 7

1. SECTOR 90
2. HEATHROW
3. SODOV THE SORCERER
4. XADOM
5. REALM OF THE UNDEAD
6. MUMMY MUMMY
7. PANZER ATTACK
8. ZOOT
9. GRID PATROL

## TAPE 10

1. FIRESTORM
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More recently Pete programmed the intriguing *Smash*, *Earthlight* (90%, Issue 53).

1. **The Sentinel** – 'it's a truly astonishing game with a wonderful panoramic 3-D view.'
  2. **Highway Encounter** – 'it was excellently implemented and not so tough as to be impossible, but pitched at just the right level of difficulty.'
  3. **Fighter Pilot** – 'a very good flight sim and by far the best in its day; ahead of its time.'
- Most admired programmer:** Costa Panayi (*TLL*, *Highway Encounter*) – 'he has an instantly recognisable style and the content of his games is also distinctive.'

#### CHRIS ANDREW (Incentive)

Chris is best known for his work with Major Developments in creating the recent solid 3-D, Freescape games *Driller* (97%, Issue 47) and *Dark Side* (95%, Issue 54). The Freescape graphics system, which took over 14 months to create, is also being used for *Total Eclipse* (as seen on last month's demo cassette).

1. **The Sentinel** – 'a very original concept and an innovative 3-D technique. It was an accomplishment to fit it all into the Spectrum.'
  2. **Lunar Jetman** – 'I used to play it a great deal; very addictive.'
  3. **Knight Lore** – 'The Filamation 3-D technique was extremely impressive and way ahead of its time.'
- Most admired programmer:** the Ultimate team – 'they raised the quality of Spectrum games and made other programmers sit up and take notice.'

#### JULIAN GOLLOP (Target Games)

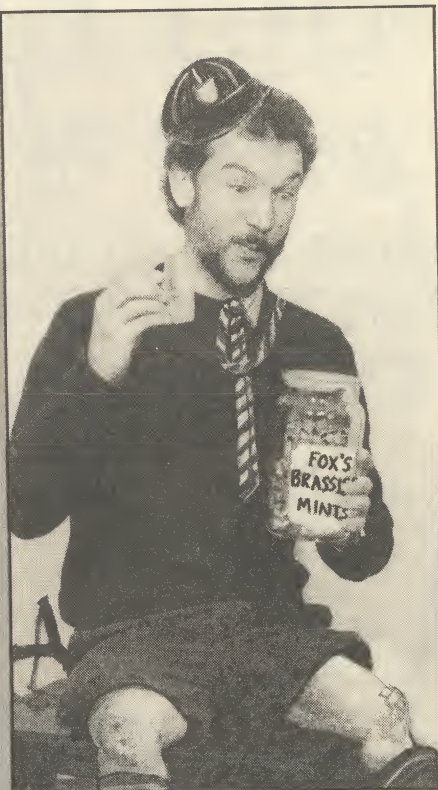
Julian's futuristic strategy game *Rebelstar Raiders* achieved cult status, but a revised version, released on the Firebird Silver (now Silverbird) earned a well-deserved CRASH *Smash* – *Rebel Star* (93%, Issue 31). His latest release – *Laser Squad* – took many months of hard work and is reviewed in this issue's Frontline section. The game is available from Target Games which is Julian's own company, for which he is currently working on expansion modules.

1. **Lords Of Midnight** – 'it's very atmospheric and totally original'
2. **Vulcan** – 'it's just a great strategy game.'
3. **The Rats** – 'it has a tremendous amount of atmosphere.'

**Most admired programmer:** R T Smith (*Vulcan*, *Arnhem*) – 'all his games are very well designed and also well programmed.'

#### MEL CROUCHER (Anyone who pays enough)

Well what can be said about the mysterious Mel? He was around in the pioneering days of Spectrum software as co-founder (with Christian Penfold) of Automata, and conceived many innovative games such as *Deus Ex Machina* (complete with synchronised sound track! – unrated in Issue 10), *My Name Is Uncle Groucho*, *You Win A Fat Cigar* and *PiMania* which achieved a cult following. After leaving Automata (on April Fool's Day!) in 1985, he instigated equally innovative projects at CRL, including the intriguing *ID* in which an alien lifeform, with a realistic personality, took up residence in the computer. Now, of



course, Mel is a freelance writer – his Monitor articles are currently running in alternate issues of CRASH.

1. **Deus Ex Machina**
2. **My Name Is Uncle Groucho**
3. **PiMania**

'They are all just brilliant!' **Other people's games:** 'I hate them all!' **Most admired programmer:** Augusta Ada Byron – 'she wrote the first ever book about computer programs in 1843, at the age of 28. She died age 36 from consumption, but she was dead right about computers!' (?)

#### DAVID LEITCH (Binary Design)

David has recently completed the soccer management game, *Professional Football* (reviewed in this issue) for CRL. He's currently working with the Binary Design team on the Spectrum version of the oriental beat-'em-up coin-op, *Double Dragon*, for Melbourne House.

1. **3-D Ant Attack** – 'it was great at the time; a nice idea well executed with plenty of atmosphere.'
2. **Match Day II** – 'one of the most playable games on the Spectrum, a lot of thought went into the gameplay.'
3. **Jet Pac** – 'astounding at the time and more playable than later Ultimate games.'

**Most admired programmer:** John Pickford – 'my predecessor at Binary Design: he wrote the technically excellent *Amaurote* and the very playable *Zub*.'

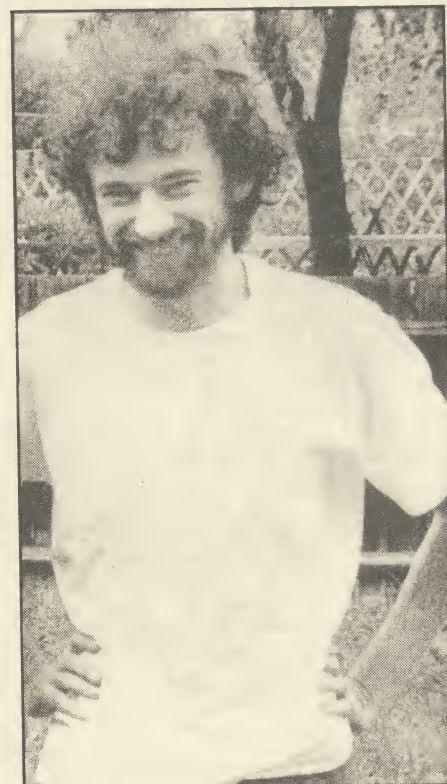
#### CHRISTIAN URQUHART (Cybodyne)

Another 'veteran' Spectrum programmer, Christian produced many early games including *Hunchback* (66%, Issue 2), the perennially popular *Daley Thompson's Decathlon* (82%, Issue 10), *Robot Messiah* (for his own label, Alphabatim – 72%, Issue 24) and more recently for Destiny Soft-

ware, *The Bobby Yazz Show* (85%, Issue 57).

1. **Atic Atac**
  2. **Cybernoid**
  3. **Knight Lore**
- 'They've all got plenty of game content.'

**Most admired programmer:** Mike Singleton – 'he lives just down the road!'



#### JON RITMAN

Best known for the classic football games *Match Day* (86%, Issue 13) and *Match Day II* (91%, Issue 48) Jon has also created (with graphics man Bernie Drummond) some great isometric 3-D arcade adventures like *Batman* and *Head Over Heels*. He's now working on a football arcade game for Rare (formerly Ultimate).

1. **Xeno** – 'it's an awful one player game, but great for two players.'
2. **Knight Lore** – 'I loved it at first sight and wanted to explore the whole play area.'
3. **Underwulde** – 'it drove me up the wall, I just couldn't stop playing.'

**Most admired programmer:** Chris Stamper – 'over the years Ultimate have produced the most amazing games.'

#### MIKE FOLLIN (Software Creations)

Mike's first Spectrum game was the 3-D shoot-'em-up for Insight, *Vectron* (92%, Issue 24). He also programmed the Spectrum version of *The Sentinel* (97%, Issue 40), and the excellent coin-op conversions *Bubble Bobble* (90%, Issue 45) and *Bionic Commando* (92%, Issue 53). Mike is currently working on the Spectrum version of the new GO!/Capcom racing game, *LED Storm*.

1. **Knight Lore** – 'the great 3-D graphics create a good atmosphere.'
2. **Code Name Mat** – 'it's just a great first-person space game; I used to play it a lot.'
3. **Pentagram** – 'well it's just *Knight Lore*



## THE OVERALL WINNERS

Chris and Tim Stamper  
(Rare, Ultimate)

Well, what can be said about Ultimate: Play The Game that hasn't been said already. In their day, which stretched from *Jetpac* (1983) to *Pentagram* (1986), they were undoubtedly the finest software house around. Their refusal to give interviews, the superb packaging and their brilliant games created a mystique which has yet to be replicated. Moreover, virtually all their games were excellent, some established game types of today find their roots in one or other of the Ultimate games. *Atic Atac* for example was probably the first arcade-adventure, while the influence of *Knight Lore*'s isometric *Filmation 3-D* remains powerful even today. Ultimate always emphasised attention to detail

ago to work on Nintendo games and original coin-ops. Here's what the programmers' remember when they look back into the history of the Spectrum.

1. *3-D Combat Zone* – 'this early Jon Ritman game, featured the first real attempt at true 3-D on the Spectrum and was very impressive at the time.'
2. *The Hobbit* – 'simply one of those games which we played for absolutely ages.'
3. *3-D Ant Attack* – 'yet another truly impressive 3-D game, using the innovative 'Softsolid' 3-D technique.'

Most admired programmer: Jon Ritman (now working for Rare!) – 'he's been around a long time (no offence meant!) and has produced some of the most playable games on the Spectrum.'

with firing really, but being a fan of the former, this appeals to me greatly.'

Most admired programmer: Jonathan Smith – 'he's so competent technically.'

### DONALD CAMPBELL (Tiertex)

Donald is known for his work for Tiertex (which he co-founded with John Prince just over a year ago) on coin-op conversions such as *Street Fighter* (69%, Issue 53) and *720°*. Tiertex also programmed the original *Rolling Thunder* (47%, Issue 50). Donald is now working with the rest of the Tiertex team on *Thunder Blade*.

1. *3-D Deathchase* – 'it's one of the most exhilarating, fast-moving games ever on the Spectrum.'
2. *The Sentinel* – 'it's excellently implemented with so much depth.'
3. *Head Over Heels* – 'as well as being graphically excellent, it's got plenty of intriguing content.'

Most admired programmer: Jon Ritman – 'whether it's football games or isometric arcade adventures, all his stuff is very well thought out and technically competent.'

### ANDREW DEAKIN (Ocean/Imagine)

Andrew has previously worked on the Spectrum version of *Combat School* (with Mike Lamb) and finished the conversion of Taito's popular *Operation Wolf* (Smashed in this issue) months ago. Since then he has been concentrating on another Ocean game-of-the-film, *Rambo III*.

1. *Cobra* – 'it's got so much playability and great scrolling.'
2. *Knight Lore* – 'when I first saw it I just couldn't believe it.'
3. *Lightforce* – 'it's simply the best shoot-'em-up ever done on the Spectrum.'

Most admired programmer: Jonathan Smith (currently working on the second *Batman* game – demoed on the next issue of CRASH) 'he's consistently produced playable games with excellent scrolling.'

## TOP 5 GAMES

- 1 KNIGHT LORE
- 2 THE SENTINEL
- 3 ATIC ATAC
- 4 MERCENARY
- 5 3-D ANT ATTACK

## TOP 5 PROGRAMMERS

- 1 THE ULTIMATE TEAM
- 2 JON RITMAN
- 3 JONATHAN SMITH
- 4 JOHN PICKFORD
- 5 JOHN PHILLIPS

... and not a coin-op, film or TV licence in sight!

# ULTIMATE PLAY THE GAME



and playability making *Ultimate: The Collected Works* an essential purchase more than three years after the last of the games were written. Games such as *Pssst*, *Sabre Wulf*, *Underwulde* and *Gunfright* still captivate. All the more reason to mourn, then, the passing of this great software house into Spectrum history. Today the Stamper brothers head Rare, a company formed two years

On being voted the best programmers, plus having their game *Knight Lore* voted best game: 'We're absolutely delighted; we are a group of individuals who just love games and the software industry. What started as a hobby is now our job and to get paid for what we enjoy doing is great. Even now we still love to play games and take great delight in seeing our products develop.'



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
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## LASER SQUAD

**Producer:** Target Games

**Author:** Julian Gollop

**Price:** £9.95

**F**ar back in the mists of time Julian Gollop wrote a superb strategy game called *Rebelstar Raiders*. Published by a small company it remained fairly obscure until Firebird released it on budget as *Rebelstar*. Now the game has resurfaced as the centrepiece of Gollop's new software house – Target Games. Updated and thoroughly redesigned as *Laser Squad* the obvious question is, has Gollop produced another classic?

First impressions are sadly disappointing due to lack of background detail. The *Laser Squad* of the title seem to be a freelance rebel sharpshooting team, here involved in three scenarios simulating individual combat for one or two players. It's a pity more work wasn't put into characterizing the squad members as this would obviously add to the atmosphere. Another drawback is that some of features described in the manual aren't used by the scenarios included, but are instead promised for expansion kits. In my experience expansion kits are almost invariably exercises in wishful thinking on the part of the software house.

Nevertheless the game seems well equipped for such kits, with the scenarios provided being loaded individually after the main program. The scenarios are The Assassins, Moonbase Assault and Rescue From The Mines. The first scenario is the smallest and shortest, and is the one that most players will begin with. But not necessarily the easiest.

In each scenario the player controls a team of six or so individual units. Each trooper has his own set of characteristics which, although not listed in the rulebook, can be examined once into the game itself. A pool of credits is available to be spent equipping each trooper.

Equipment includes four types of armour, offering varying protection for the front, back and sides at a proportionately greater cost –

obviously reducing credit points for weaponry. In practice I found that even level four armour offers scant resistance to the enemy lasers, with troopers almost always perishing after a second hit.

Economizing on armour leaves more money for the far more interesting, and effective task of weapons selection. Included here are a rocket launcher, dagger, grenade, explosive and six different types of gun. The characteristics of each type of weapon are set out in a rulebook table complex enough to be bewildering. In addition to the predictable damage factor, weapons have a different percentage chance of hitting the target at a distance and at close combat, a weight (and therefore an encumbrance value), and a skill factor to determine how well an inexperienced user will handle it. The weapons vary in cost too, in rough proportion to their firepower – but this should by no means be the only consideration when matching

weapons with individual. For example someone with a high firing skill could make excellent use of a sniper rifle, whereas a novice is probably better off with a costly heavy laser. The most deadly weapon on the list is the explosive, closely followed by the rocket launcher.

Having suitably kitted out your squad you can the deploy them via some nicely presented, idiot-proof selection screens. Ingame graphics are similarly attractive, complete with building, trees and so on. These are shown in a kind of squashed overhead view 3-D which scrolls a character block at a time. A panel beside this main display identifies everything under the cursor in case there should be any doubt about it. 'Scanner screen' – 'potted plant' – 'comfy chair' – even 'loo'. These items are merely for decoration, and occasionally for blowing up. It would add an arcade adventure element to the game if the player's units could interact with the landscape in some more positive way.

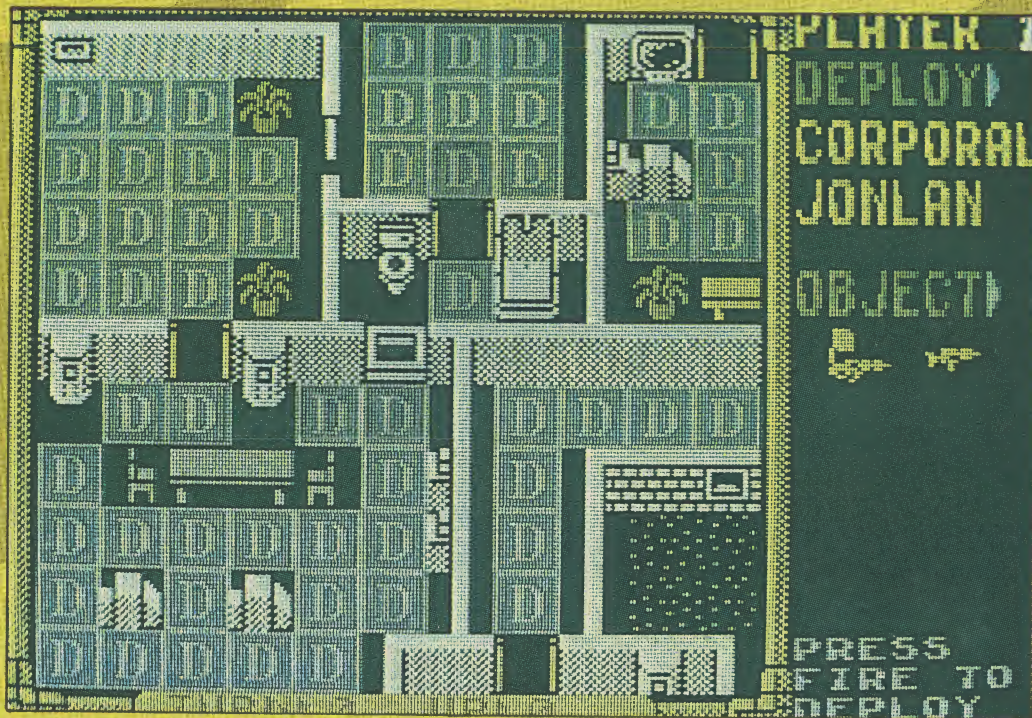
The player can deploy his six(ish) units on a selection of squares specified by the computer. Although a fairly wide area is offered it invariably

makes sense to station the men as near to the entrance of the target building as possible.

In the first scenario, The Assassins, this is the private home of a mad scientist, Sterner Regnix, who has been treating his research team to mind-manipulating drugs in an effort to make them work better. The *Laser Squad*, supposedly a group of ex-employees, have taken it upon themselves to stop this by assassinating the mad scientist. The player's task is to use his units to do this, first finding Sterner and disposing of any robotic bodyguards encountered on the way.

Play is menu-driven, with a series of options available in different modes. From an uncommitted map position the player can call up a strategic version of the map, which shows the whole landscape in diagrammatic form and the position of friendly and visible enemy units. This facility becomes very useful in the later, larger scenarios, when it is quite difficult to keep track of the branching corridors.

Units can be selected in turn, triggering another menu. (This is where, for the first time, the player has



▲ Deploying your troops at the game's start



the opportunity to examine the individual characteristics of the men.) Some, like weapon skill, are constant. Others, like morale and stamina, decrease with time and circumstance.

Every action a unit performs, whether moving, opening a door or firing a weapon, uses up action points. How many depends on the type of action, and also how much weight the trooper is burdened with. In fact, even turning to face in another direction costs an AP, and it is irritatingly easy to waste points by spinning around in the wrong direction. Unfortunately there's no facility to take back such moves. When the unit is facing the right direction, it can be moved forward in a reasonably simple manner. Closed doors have to be opened – occasionally, they have to be unlocked. In the case of the third scenario, Rescue From The Mines, they have to be blasted away with a rocket launcher.

Nothing exciting happens until a unit runs into the line-of-sight of an enemy, and by the time this happens it is often too low in action points to fire. This system tends to put the attacker at an inherent disadvantage – which is my excuse for getting massacred with wearisome consistency on the easiest

UNIT	ARMOUR	18	REAR
PRIVATE	RIGHT	22	22 LEFT
ANDERSON	HT	4	30 FRONT
WEAPON SKILL	60		
CLOSE COMBAT	9		
AGILITY	45		
STRENGTH	66		
CONSTITUTION	46		
ACTION PT.	5	44	
MORALE	195		

#### ▲ Private Anderson's privacy being violated before the world

level.

Combat is elaborate but slick. Most fighting is done long-range. Depending

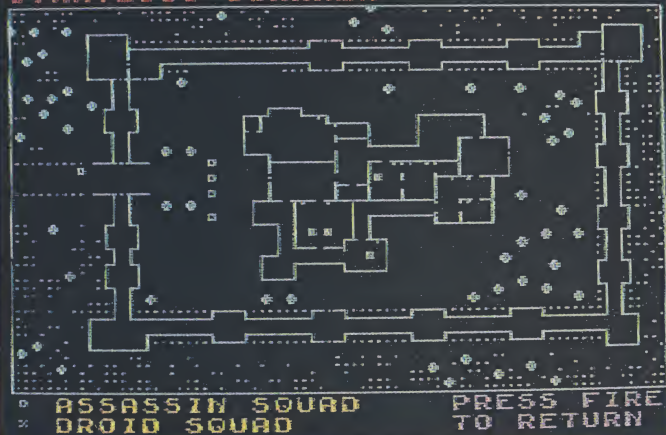
on the weapon, a unit can choose between three types of fire – auto, snap-shot and aim – and can even use the weapon as a missile. Autofire is inaccurate and therefore generally ineffective, but it doesn't cost many action points. Aim fire has a far greater chance of hitting its target, but it takes precious time. Such firepower can be aimed at anything, including walls, doors and items of furniture. The results can be spectacular. In the second scenario, one corridor was blocked by a gas canister. I fired at it and duly destroyed it. Unfortunately, the firing unit was standing too close, and the explosion blew up everything within a medium radius.

This is all made visually exciting by flashing fire-beams, colourful explosions and crumpled pieces of scenery when the beam goes wide of its intended target. It is satisfying to watch, but in my case the outcome

was all too often settled by a couple of shots by a robot sprung from hiding.

The second scenario, Moonbase Assault, presents the player with a

### STRATEGIC SCANNER



## FRONTLINE



# FORUM

Encouraged by the way that people continue to write to Forum, despite the occasional non-appearance of Frontline recently, PHILIPPA IRVING says, 'Keep it up!'. She's running low on hints and strategies, so some more of your wisdom and experience would be useful – plus a few hints and tips, of course!

Dear Philippa

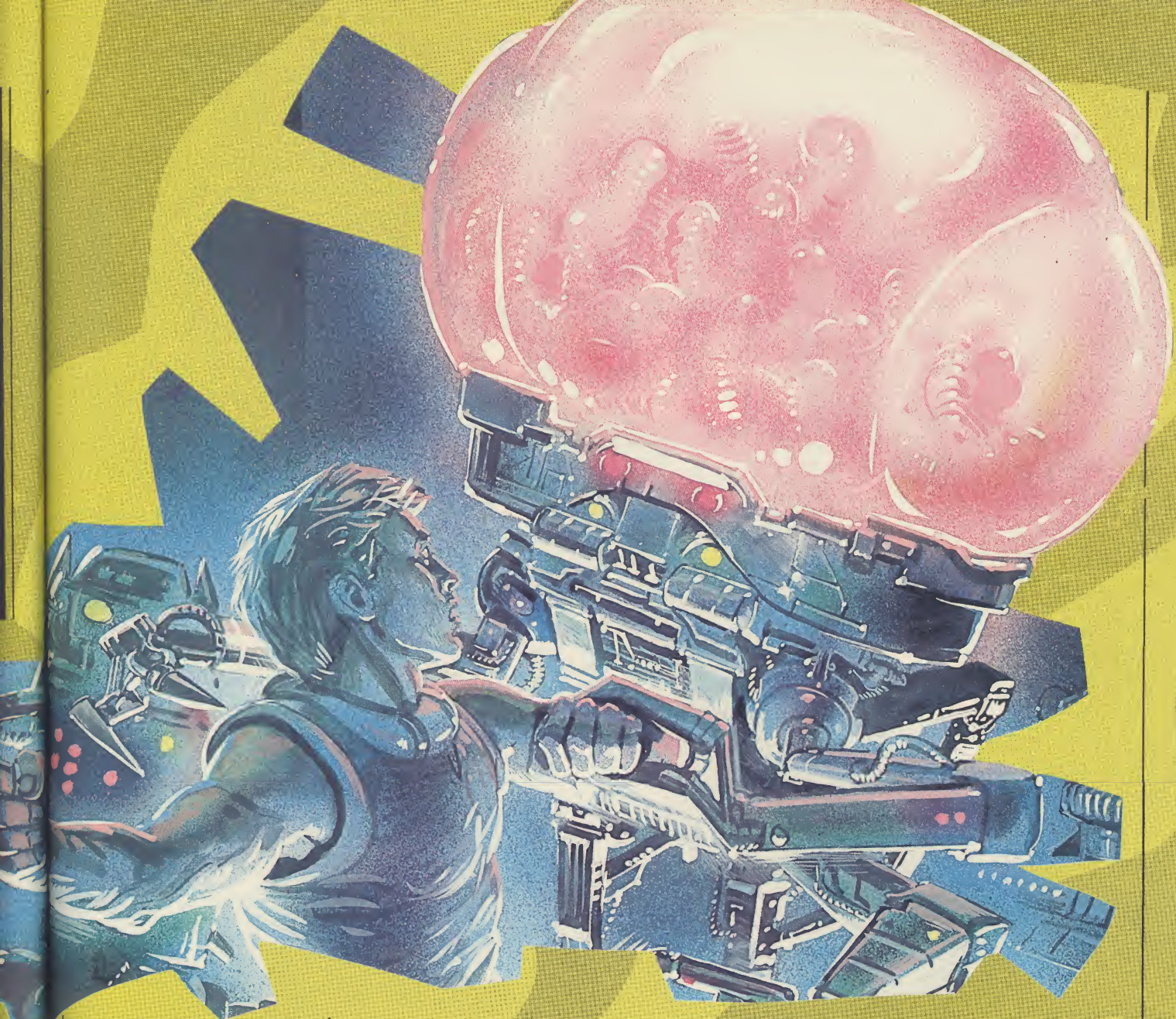
May I add my voice to that of Simon Deans (Issue 55) and say that I look forward to reading Frontline (it is the main reason I buy CRASH). Please maintain Frontline's presence. Roundups of previous games could be the one way to do it, and be very useful as well.

I must declare my preference for games where the player has complete control of the force, rather than relying on 'luck' and 'discretionary attacks'. Such games as *Falklands* (33%, Issue 27) and *Annals of Rome* (85%, Issue 38) for instance. With *Falklands*, the challenge is not so much to win, but to win without losing a load unit (Mirages permitting). It is an easy game, even at

Level Five, when adopting the best tactics – use all the air and sea strikes going, before the hand-to-hand fighting. But at least there's the tactical element of being able to withdraw a unit before destruction.

*Annals of Rome* is excellent. Afraid I missed your review – which issue? (85%, Issue 38 – Ed.) The struggle to establish Rome at first is well balanced (dontha just hate the Macedonians?). Once past that point the whole scope of the game, and the potential for enemy action, is what makes it so good. Once set up, I played for a solid 12 hours, and still didn't reach the year OAD. With another 80% plus still to do, what more can you ask? So what if it's mainly numbers, but





more elaborate map, a larger team, and a greater number of opponents to destroy. Rescue from the Mines has a different flavour, for the

releasing three prisoners from their cells in a labyrinthine mine complex and escaping with them to the lift shaft rather than killing the enemy.

The rulebook explains the basics of play well, then goes into full details about the workings of the games system. It's a pity there isn't any

attempt to link the scenarios together with a more detailed background, but maybe you could write your own.

After a few turns of practice, play is swift and smooth. The menu system works very well. There is a one- or two-player option, though no choice of sides in the one-player version, and the three scenarios offer several levels of play and a sufficient variety of setting and tactics to be genuinely worthwhile. The original concept of *Rebelstar* was elegant and addictive, and *Laser Squad* takes it much further without losing any of its playability. Definitely recommended.

being able to choose and assign leaders makes it come alive.

Regarding roundups of previous games, as in Issue 54, I think they're very useful. But why wasn't there any mention of *Gallipoli*, *World War I* and *Zulu*? So a list of games available, with CRASH issue number of review, marks awarded, and a few pros and cons would be welcome.

Would it be possible to expand to simulations? They too deal with reality and the armed forces.

**Ian Fletcher, London W4 1ER**

*I have heard tell of sundry mythical folk who have actually 'completed' Annals of Rome, advancing the date to the present century and beyond. Apparently one of the secrets is to move the capital out of Rome, at least eventually. Or am I wrong about this?*

*Retrospectives have to be limited to games I have actually played at some point, if not reviewed; otherwise, I tend to feel it's cheating to comment upon*

*something on the strength of someone else's write-up. That's why these articles have been noticeably selective. But a factual list of all the war and strategy games ever reviewed by CRASH is an excellent idea.*

**PI**

Dear Philippa

I have just recently got interested in war/strategy games after buying *Silent Service* and by the time you have read this letter I hope to have purchased *Blitzkrieg* or *Football Manager 2* (I believe that it's a strategy game). I was thinking about how empty *Frontline* has been lately when I came to the conclusion that it may be the fault of some of the CRASH team. What I don't understand is why you get to review games like *First Past The Post* and *Boxing Manager* while you don't get to review *Football Manager 2* or *Grid Iron*. I also have the same opinions over complex simulators such as *F-15*

*Strike Eagle*, *Gunship* and *Ocean Conqueror* to name but a few. Why didn't you review these when you covered *Silent Service*?

**Mark Lawton, Stoke-on-Trent ST2 7LW**

*There are two reasons why games like Football Manager 2 don't find their way into Frontline. Firstly software houses don't particularly like major releases being identified with minority interest. The second is that, being a freelance contributor, I'm not on the spot in the CRASH offices to make a grab for any promising incoming games! There's also the problem that, sometimes, there is just not enough time to get the game out to me for review, and get the review back in time for the nearest issue to the release of the game. So the inhouse team review it to ensure that you have at least some sort of idea what the game's all about if you want to purchase it.*

**PI**

<b>Presentation</b>	<b>90%</b>
A well thought-out orders system makes play fast without sacrificing complexity	
<b>Graphics</b>	<b>87%</b>
Attractive, with imaginative use of 'special effects' in the combat sequences	
<b>Rules</b>	<b>80%</b>
Containing all the statistical information about the game that a player could want, but lacking in atmospheric material	
<b>Playability</b>	<b>91%</b>
Addictive and challenging	
<b>OVERALL</b>	<b>89%</b>
An excellent expansion of a classic	





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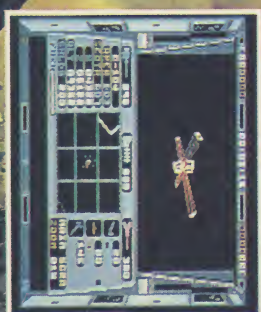
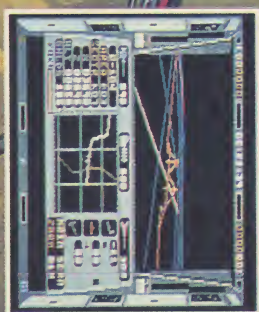


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## FIRE AND FORGET

is currently revving up its engine on the **Titus** label – yet another brilliant, arcade-action road-running shoot-'em-up (with lots of hyphens). With some of the nicest preview screen pics around it's naturally got those psychopathic blasters – Phil, Mark and Nicko – in a right tizzy. The scenario has a lone warrior battling his way through a variety of conflicts, his high-minded goal to convince the warring faction it's much more fun to be at peace, playing Spectrum games about being a lone warrior battling his way through...

Personally I don't much like these noisy 'boom, bang, crash' type games. We had a

thunder storm only the other week – it scared the willies out of both me and the office cat. We cowered in the broom cupboard for a hours, but by all accounts the CRASH lads loved it, CRASH by name...

Though I'm a peaceful chap at heart, I can be very tough when it comes to arranging comps. I run into the CRASH office, bow and scrape to the Editor chap while he tells me which software products he wants a competition set on. Then I run back to my cupboard and set it up on the phone, with the cat making intimidating snarls at software people trying on any cheapskate prizes. Fortunately those handsome people at Titus are generous chappies, and probably don't even know we have a

office cat! Just look at the terrific CD/MIDI hi-fi on this page. That's the first prize, complete with all the twiddly bits and knobs that you've come to expect on a music system these days. When I was a lad all we had was granny minion's old gramophone player. Now everyone runs around with those personal cassette players, or, if you're Nick Roberts, a personal CD player (with this prize you can have both sorts in your own home!). But I mutter and go off of the subject (frequently – Ed), where was I, oh yes, a **CD/MIDI hi-fi system** and a copy of **Fire and Forget** go to the winner. **25 runners-up** just get the hi-fi on its own, or maybe it's the game on its own. I'll just check... ah, yes, it's the game. Never

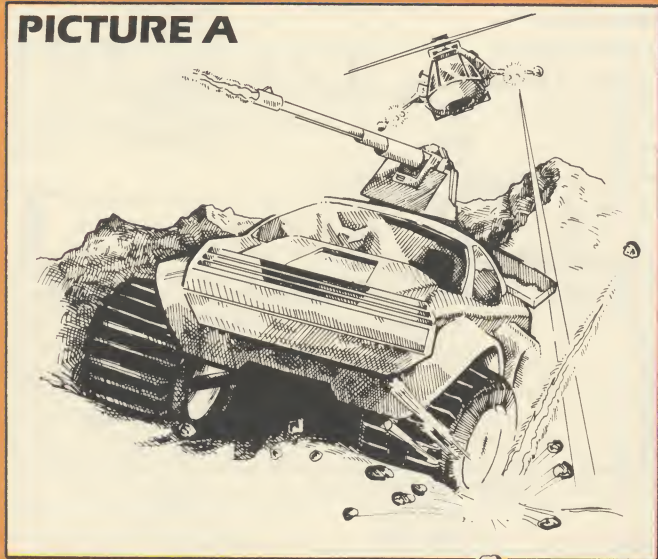
mind, that's almost as good!

As for what you have to do; well, people with an even greater attention to detail than me should enjoy this. Cast your eyes over the two pictures printed on this page, look pretty damn similar don't they? Well there are **TEN** subtle differences. Just circle them on Picture B and cut out (photocopy or electroscan, if you don't want your CRASH damaged) the whole lot. Pop the completed form in an envelope and make sure we have it at the Towers by January 1 1989 (next year).

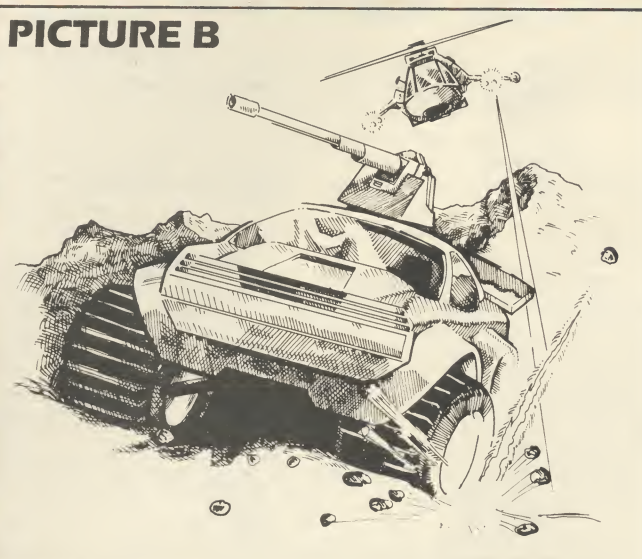
Remembering the judges decision is the final, send your entry to, **FORGET ABOUT THE FIRING COMP, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.**



PICTURE A



PICTURE B



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# ADVENTURE TRAIL

with  
**SAMMAK**

Ahh, it's that time of year again and I really feel nostalgic for home... Tinsel'll be hanging from the pyramids now, and little multicoloured fairy lights draped over the camels' humps. Everyone's probably arguing over whether we'll have a sandstorm on Christmas Day - I hope so, even if I won't be there (*sniff*), I love a yellow Christmas! But what a strange place CRASH Towers is during the Christmas season. Here the roof is covered in a blanket of that odd white stuff which accompanies the festive period... dandruff, I think it's called.

Oh well, on these chilly nights what better way to warm yourself than by sitting beside the fireplace, a snake coiled in your lap while you ponder over an adventure or two.

No doubt the big software companies have plans for what you'll want under the Christmas tree, but until they've got some finished games for us to review, how about some homegrown games? This month's offerings are all based on sinister themes, so brace yourself for some spine-tingling chills and read on brave adventurer, read on...

## THE BEAST

Marlin Games, £4.50 (128K only)

**T**he title conjures up visions of evil and the much-used demonic 666 theme, and although *The Beast* is not concerned with the occult, the mysterious goings-on it details in a remote village have a distinctly sinister flavour.

This homegrown, PAWed adventures spins a yarn based roughly on the recent perplexing case of *The Beast Of Exmoor*. You are a bored reporter working on the local rag, *The Lowsea Gazette* and are hassled to a great extent by your grouchy editor (sounds familiar), Mr C D Slime (geddit?!). He is also fed up with the run-of-the-mill reports on what the local Women's Institute is up to, and wants a really big story to splash all over the front page (sounds a bit like the *Ludlow Liar*



to me - Ed). Well, this seems an impossible task; after all, nothing ever happens in this quiet part of the world, or does it?

An envelope is lying on your desk, containing a letter from one Rose Myrtle, who tells of strange happenings on the moors near the village of Puddlecombe. A strange black animal has been sighted and one of the local farmer's sheep has been mauled to death.

At last you have a decent story

to investigate and soon set off on the bus to Puddlecombe (your stingy editor won't give you a company car). Arriving in the middle of the village, a suitably rustic atmosphere is soon created by the verbose, but not waffling, descriptions of the local shops - there's even an estate agent (remarkable for such a tiny village).

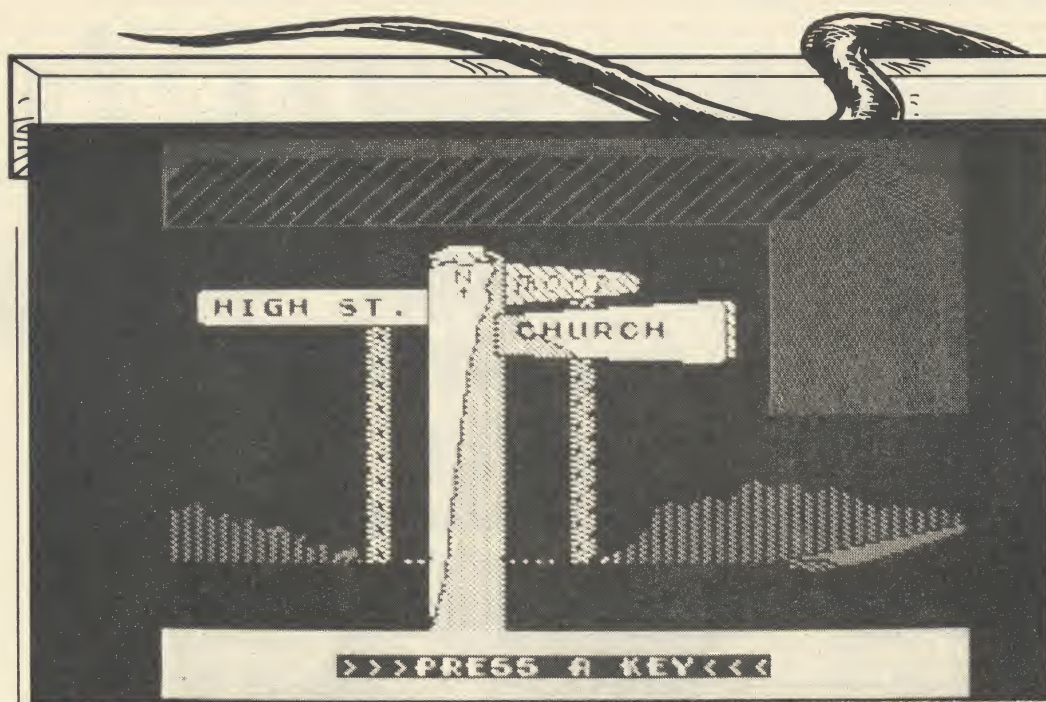
You are immediately greeted by the Ranger, who spontaneously tells you that all these Beast rumours are pure nonsense.

It is at this point that it becomes apparent that to successfully track down the elusive Beast (if it exists), you must use all your powers of investigative journalism. By asking questions of the various

```

OUTSIDE THE PUB. TIME 10.52
the wind, whilst litter swirls
about your feet before being
deposited next to the wall of
this ancient building, which
lies to the north. A notice next
to the thick wooden door catches
your eye, and a plaque reads
"BEER SOLD HERE".
Ernest, the Ranger for Torrack
Moor, is here.
You try, but find your way barred
by a closed door.
ASK RANGER ABOUT BEAST
Looking down his nose at you, the
Ranger growls "Like I said, a
load of waffle! No such thing!
Just a large fox, I say!"
  
```





colourful characters who inhabit the village (in the form of ASK someone ABOUT something), a picture of the recent, curious events is built up.

And apart from listening to the local people's gossip, more conventional adventuring techniques are used to find clues in typical Agatha Christie style, bringing an air of suspense to the proceedings. Virtually all objects may be examined so the ability to abbreviate the EXAMINE command to X saves much typing. Conveniently, the many objects collected can be put in your pocket or in one of two containers which can be found; this reduces the number of objects carried allowing you to effectively hold more things simultaneously.

As well as the shops and businesses in the high street, which include the obligatory pub (the barman is only too happy to help you with your inquiries and sell you a pint of beer!), the 'tiny' village also contains its own church, scout hall, church hall and all the homes of the many characters – these can only be entered on invitation (you're not one of those devious tabloid jour-

nalists, or an even more unscrupulous CRASH writer!). Access to businesses is also restricted to their respective opening hours, while the veterinary surgeon won't see you unless you've brought along a pet!

There is just so much to do and find out in this enchanting village, before you're ready to tackle the utter contrast of the damp, depressing moor where the Beast is rumoured to be lurking. The loquacious (LMLWD) characters don't just stay in the same location either – they wander around the place, adding even more realism to the totally engrossing plot.

If all this sounds a bit too creepy, the dark mood of the excellent scenario is marginally lightened by the odd bit of acidic humour, but not so much as to ruin the excellent, menacing aura. Surprisingly, hardly any use is made of the PAW's excellent graphics facilities, although a few ill-drawn pictures might have ruined the atmosphere, as well as wasting valuable memory. Nevertheless, the presentation is very neat with a legible, redefined character set and a Rainbird-style location title at the top of the

screen, also displaying a clock – every action uses up a minute. This increases the difficulty of what is already a tough adventure, but the inclusion of a RAMSAVE option aids progress.

*The Beast* represents a major achievement in homegrown adventures, bringing together the sophistication of the PAW parser and an intricately woven plot to produce an interactive adventure of a very high quality indeed. It is available direct from the author, Linda Wright, at Marlin Games, 19 Briar Close, NAILSEA, Bristol BS19 1QG.

Overall 91%

## THE DEVIL'S HAND

Compass Software, £2.50

This is the sequel to both *Demon From The Darkside* (84%, Issue 35) and *The Golden Mask* (74%, Issue 41), and is the third and final part of The

wall, around which a large troll lurks. The lumbering oaf is after your blood, after having smelt your scent (Chanel No 5 perhaps?). This immediate prob-



Demon Trilogy. Like its predecessors it was written using the now ancient Quill with The Illustrator and Press data compressor (all produced by Gilsoft). Thus its presentation is very similar to those two previous adventures, with plenty of colourful, well-drawn pictures to add to the atmosphere.

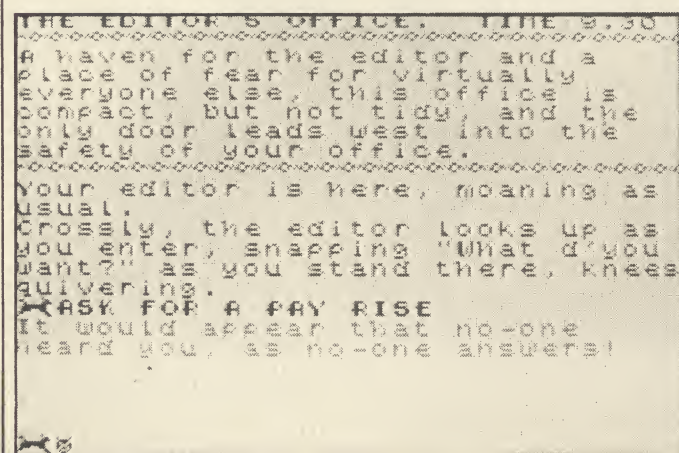
The ominous plot sounds familiar – an evil demon called Drakon has escaped from the hero, Morrack, and disappeared into the mystical lands of Gorgon. There, he has amassed hordes of orcs, ready to lay siege to the tower of the powerful Wizard Zorron. If he succeeds he will wield enough magical power to control the universe. Your task, as Morrack, is to track down this vile villain and destroy him.

Your quest begins near a sea

lem is fairly difficult to overcome and can only really be solved by trial and error, as there is no logical solution. Plus the fact that you only have a handful of turns to play with, before the terrible troll rips your throat out (urgh!).

Once this irritation is conquered, the first of several characters is encountered – Gruff The Dwarf, a helpful little soul, is only too ready to bravely aid you in your hazardous venture. And hazardous it certainly is, with plenty of enemies and other perils ready to drain your life away at the slightest mistake. Thankfully, a STORE (in RAM) facility allows you to experiment without perennially having to worry about getting killed.

Swimming to a distant island you meet the first of many orcs (they're everywhere nowadays –





Ed). This one is rather more difficult to vanquish than most, as he cannot be defeated by FIGHT or KILL ORC. Instead a more obscure method must be used – a clue to this is given by the location description.

Numerous objects can be collected, each being accompanied by a small picture – a nice touch. However, only seven items may be carried simultaneously, causing much dilemma as to what to leave behind – some of the objects are just useless red herrings. The uses for some articles are also very obscure, such as that of the charcoal.

Vocabulary is understandably limited mostly to standard *Quill* commands, although typing VOCAB reveals some extra ones, including FOLLOW and STAY which are used to control the actions of your colleagues. Another interesting command is COMPASS (the name of the game producer, of course) which replaces the normal compass letters with arrows.

The appearance is smartened by a stylish and legible, redefined character set. All location descriptions are accompanied by a small picture of the Devil's hand itself – a human hand making a shadowy image of the devil (this replaces the mask symbol used in the same way in *The Golden Mask*).

With *The Quill* being such an old utility and having been surpassed by the PAW (also from Gilssoft) it is now rarely used, even for homegrown adventures. So seeing it successfully used here is a reminder that only the imagination and skill of the author can create an absorbing adventure. Author Jonathan Lemmon says he stayed with *The Quill* to maintain the style of the two previous games.

Adventure-writing utilities are only tools with which to work and do not ensure good adventures, no matter how many features they offer. Nevertheless, the newer utilities allow a greater degree of freedom to express new concepts, such as character interaction, and Jonathan Lemmon says that this is his last *Quill*-led adventure – he's moving onto the PAW.

Yet more evidence of the sensible attitudes of Mr Lemmon is shown by his use of pictures, which can often serve only to detract from the atmosphere created by the text. This is certainly not the case with *The Devil's Hand* and the well-drawn, colourful pictures enhance the enjoyment of this competent little adventure.

If you feel like battling against evil, *The Devil's Hand* can be

obtained by sending £2.50 to Compass Software, 111 Mill Road, COBBOLM, Great Yarmouth NR31 0BB.

**Overall 72%**

## THE RUNESTONE OF ZAOBAB

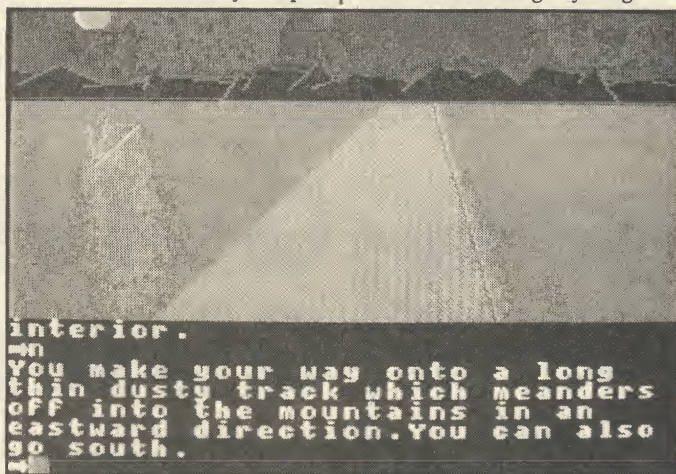
Eric Stewart, £1.99 plus 28p p+p

Written using Incentive's GAC, *The Runes Of Zaobab* revolves around a precious jewel belonging to Traon, a loyal guard of the old King Saire. The gem in question was stolen by the Black Priest of Zaobab and was never recovered (isn't that always the case when you get a gem that's of any worth? – Ed). However, Traon's dying wish was that you (his son) should find the stone. But this Black Priest chappie isn't as daft as he sounds (he doesn't sound very daft – Ed); he's placed plenty of evil beings in the land to stifle your brave quest. These include the strangely-titled Screedle folk.

As soon as the game loads, you realise that some effort has been made to provide originality. Before you begin your quest, a choice of four weapons is given: the staff (which is pretty useless in combat but is good for casting

bination of strength units and the combat value of your weapon (given in the instruction booklet) determines how successful you are in battle. To save time the combat result occurs immediately, without any mêlée rounds – you either kill or die! The only clue to the outcome is gained by checking your strength level by typing SCORE. This also shows your spell

to the scarcity of opponents. This land seems fairly dull, with clichéd locations such as dark caves and snowy mountains which contain few objects. The EXAMINE command can be abbreviated to X, but it usually brings up the irritating reply, 'Hmm . . . it's nothing special'. This reply sometimes even appears when you're not even examining anything!



power, which determines how powerful a spell you can cast, but it must be at least eight before you can cast anything at all.

One of your objectives is to gain as much spell power as possible and reach the status of wizard. But even when you have sufficient power to cast a spell you must first find out what the spell is called! This is not as difficult as it sounds; the number of letters in each spell, plus a cryptic clue, is given in the instructions.

With little chance to examine anything, progress simply becomes a matter of trial and error. And even more frustration is created by the lack of a RAMSAVE option. Too often the only way to get any further is by fighting some ridiculously strong monster, against which you have little chance. And unless you can be bothered to keep saving the current position to tape, you're more than likely to meet a nasty end and have to start from scratch again.

Yet another irritation is caused by the program's obscure vocabulary, some of it even misspelt ('lazoo' instead of lasso), so it's just as well some of the words used are printed at the end of the instructions. Even then, there's little lateral thinking required – it's more a question of luck as to whether you manage to defeat the monsters, while objects are easy enough to find.

Despite the attempts at innovation and the odd colourful picture, *The Runestone Of Zaobab* fails completely to create any sort of atmosphere and thus cannot hold the average adventurer's attention for very long. Even with the free adventure on side B, there are many better homegrown adventures around than this. Initially intriguing but eventually a disappointment.

*The Runestone Of Zaobab* is available from Eric Stewart, 18 Vatiskier, BACK, Isle Of Lewis PA86.

**Overall 58%**



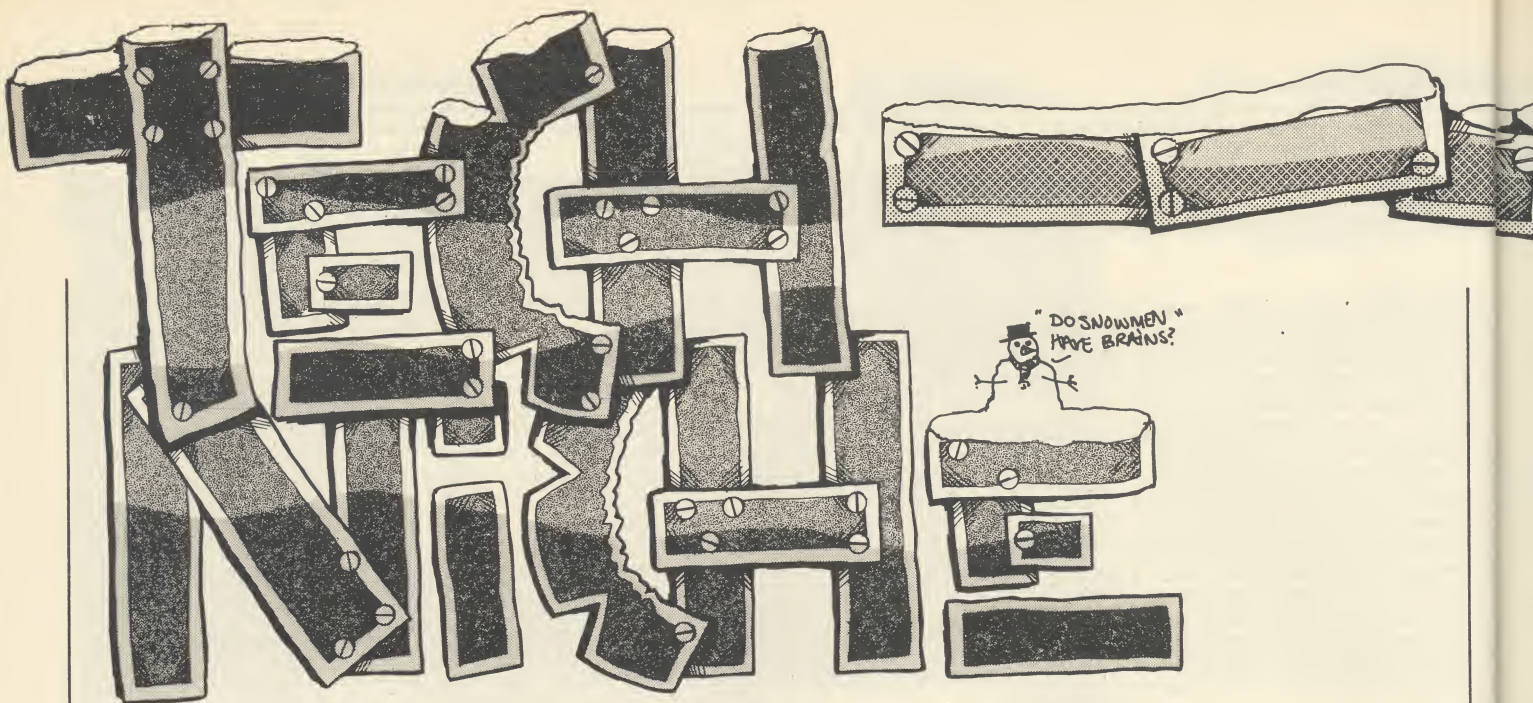
spells), the sword (this is an all-round weapon which can be used for both combat and magic), a dagger (it seems to be of little use) and an axe (no good for magic but the best weapon for combat).

The nameless main character starts life with zero spell power and a random amount of strength (up to one hundred units). A com-

The GAC parser allows sophisticated sentences to be processed. These are necessary for fighting and spell-casting, which are achieved by keying in ATTACK someone WITH something, and CAST SPELL OF something ON someone.

Unfortunately the interesting combat concept is rarely used due





## QUIVERING QUAVERS

While Mother is resting. JON BATES is able to slip away, with the hope of compiling his seasonal shopping list. Passing through the reception area of the Motel he is waylaid by a number of guests with problems. What other choice has he but to answer their questions?

**H**mm... Jason Porter seems to visit quite a bit. In fact he's been booked in twice this month. (See, not all the guests end up in the swamp.) First of all he's sent in a program in response to a plea for a pitch bend routine for the 128 some six months back. Hacking at his work a bit, I can deliver the following short program...

```
10 OUT 65533,7: OUT
   49149,(63-2)
20 OUT 65533,2: OUT
   49149,0
30 OUT 65533,9: OUT
   49149,15
40 LET A$ = INKEY$
50 IF A$ = " " THEN OUT
   65533,2: OUT 49149,0
60 IF A$ = "a" THEN FOR
   G=213 TO 190 STEP -1:
   OUT 65533,2: OUT
   49149,G: NEXT G
```

The pitch will bend up when you press 'a' and stop when you press the space bar. The first three lines set up the sound addresses and the last line sets up the pitch bend. If you reverse the 213 and 190 and STEP +1 in

this line it will invert the bend. To speed up the bend then step in greater numbers. However you will find out that the 128 annoyingly has the lowest number bending towards the top of the scale and the highest at the bottom. To wind the dog up try going to a value of 10 instead of 190. With a little bit of thought it is possible to put this pitch bend as a subroutine for any note you play - you have to get it to add or subtract from the note value played. And if you wanted to turn your 128 into an instrument it is quite easy.

```
35 IF A$ = "q" THEN OUT
   65533,2: OUT 49149,213
Press 'q' and it will play a note.
It is the 213 that sets the pitch.
```

### 'Not all guests end up in the swamp'

You might like to try other key assignments with other numbers; say 190, 169, 160, 142, 127, to set it up as a musical dinky toy. Bore everybody rigid with silly tunes until they

immerse you in brandy sauce and wave a match around your ears.

Jason also wants to know if there's a commercial audio tape available for samplers (he has a Casio SK1). Yes, there are, but they are quite often very, very expensive. Usually only available on CD as well. The tapes and disks you see advertised are nearly always formatted for a

### '... until they immerse you in brandy sauce'

particular sampler. Jason has obviously realised this, for fresh out of the mailbox is his own formatted tape of 35 samples for the Cheetah Sampler which vary from drums, synths, chords, thunder, whistles and a few rhythm patterns to boot. He has grovelled and worn out several knee pads in his attempts to get the Motel to look at this. Anyway he is willing to let you have the samples for one pound, which will probably save a lot of messing about and for that price you can't really complain. You can always chop them about to your liking anyway.

### BLAST THOSE AMIGAS

Stefan Drissen writes from Holland to say that he is suffering

with lack of volume for his Spectrum sounds. By his description he has a 48K version only. Now he has tried putting it though the tape deck, but found that at his computer users' group the sounds were lost against wails of Amigas. Originally there were a few companies that marketed sound boosters. To be quite honest they were usually overpriced, as the parts you need are not that expensive. The cheapest way is to buy a converter plug that turns the mini-jack ear socket into either a phono or guitar jack socket. Thus equipped you can either boost the sound through a hi-fi or a small guitar amplifier. If you are really serious you can buy small guitar amplifiers quite cheaply, especially second-hand ones. However, the sound is not all that clean and after a certain volume there is a lot of background noise to put up with. But if you are determined to blow those Amigas out of the water then I reckon that's the best way to go about it.

### 128 SAMPLING?

Simon Duffy writes in a peculiar language from Insh in Aberdeenshire. I think it's an attempt to be cool and happening, but roughly translated it means he has a *Music Machine* and a 128 and he is desperate for a 128 program that will give the extra memory for the *Music Machine*,



both for samples and sampling. The brutal truth is that to my knowledge no-one is doing a program purely for the 128. All the programs I have seen run in the 48K mode, if you have lashed out on the 128 hoping that it will give you greater memory then I fear that you'll be disappointed. I tried prodding a few phone numbers and got the same answer: they all run in 48K mode. I would be very grateful if there is a program out there that runs in 128 mode only for the *Music Machine*, as it would add to the versatility of the samples resident in the program. However, it would not mean that you will have higher quality samples as although you can (theoretically) store greater sample lengths, the sampling rate is the thing that determines the quality. And you can't convince the 8-bit machine to sample any faster than it is already doing. The only solution is to improve on the hardware - filters and analog to digital converters. The original Fairlight

sampled in 8-bit, so it is possible, but at a cost. In fact the Fairlight used a very complex software-controlled routine to compress and expand the samples, rather like a noise reduction system, so that the whole dynamic range of the sample utilised the maximum memory space. But

### 'All the programs I've seen run in 48K mode'

back in the Motel we are not able to come up with anything that will supercharge the *Music Machine* specifically for the 128.

### TURBO TECH

Paul Slaney has written in with a tape program of a tune for me to listen to and also a few enhancements to the CRASH Tech Tape. Not really my dept, but since the Motel has the info then here it is.

For the Turbo Loader - to disable the BREAK key when load-

ing POKE start address +302,255. To change the header speed, POKE start address +29,(135 - 255) where 135 is the fastest. He is also prepared to reveal to the world that if you save the code from the Turbo Tape program with the speed factor on 3, POKEing start address = 16 and +39 lets you save and load programs at hyperspeed without needing special equipment. I refrain from comment as this is really not Motel material. However you

can be assured that all tapes received will be judged and the results made known in the next issue where the Motel will round up the musical offerings of the year and predict a few things. Send all correspondence to the usual address and Mother and myself will sort out the musical problems in amongst reviewing etc. Time to get my Christmas shopping list together. Now where was I? Shower curtain ... mop ... carborundum stone ... new wig ...

### Bates motel.

#### Guest List

Jason Porter, 9 Park Road, Thurnscoe, ROTHERAM, S Yorks S63 0TG.

Stefan Drissen, Hertogenbosch, HOLLAND.  
Simon Duffy, Inch, Aberdeenshire.  
Paul Slaney, False Address!



Yes! It's here! Delayed by postal strikes, publishing deadlines and acts of Production Managers, *IMBOS* has finally made it. Amazed at his luck IAN CULL provides the review, looks at *ExBasic* and gets a letter from a Simon N Goodwin! It's all go in the tech world. (PS: Ian refuses to comment on the accuracy of his 'distinguished look' picture, just saying 'Cannot something be done to remove this situation?'. Well, frankly, Ian - NO! Nick Roberts says, you'll have to put up with it, just like everyone else!)

## BASICALLY SUPERCHARGED

### IMBOS or ExBasic? Now that is the question!

**H**AVING FINALLY got my hands on the new microdrive program, I must report that the *IMBOS* saga has developed a new twist.

The original *IMBOS* V1.1, is still available from the author (Companion Software), but a new version *IMBOS* V2, is now available from Kobrahsoft (the company that brought +3 users the

*DICE* program - Issue 57).

But what is *IMBOS* I hear you cry. Well actually the title stands for Improved Microdrive Basic Operating System, and the program is obviously only of use to Spectrum owners that have the Interface One & microdrive system. For these people, upwards of 60 new facilities are added to the Spectrum, in 11K of code (8K if you purchase the old version, 1.1).

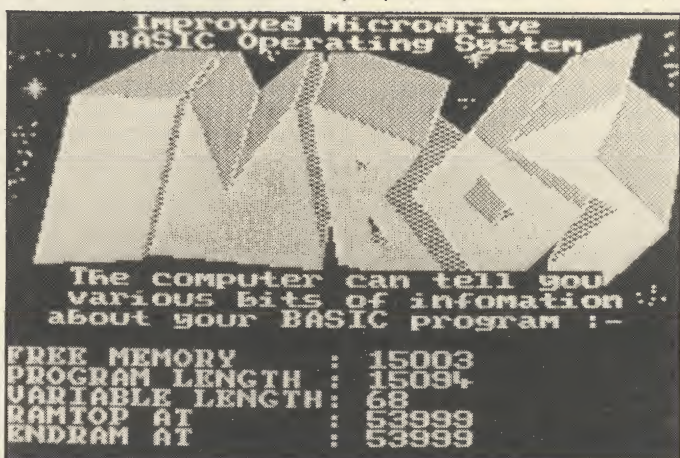
The first apparent facility of *IMBOS* is the vastly improved microdrive command syntax. No more LOAD \*"m";1;"filename" entries. Just type RUN "filename" to load a program (also works for CODE and SCREEN\$ files), or OUT "filename" to save. VERIFY and ERASE are similarly simplified. The microdrive number that these commands use is set by READ #x.

A new command, LIST CAT x, gives a different microdrive catalogue, showing protected filenames as well as those shown by the normal CAT. There is also a header reader, accessed by typing READ IN "filename".

### 'The vastly improved microdrive command syntax'

The file's type, and size/start address are given, along with the first sector number of the cartridge.

*IMBOS* also adds new screen and sound commands, as well as additional graphics routines. The PRINT command is expanded to allow conversion





between hexadecimal and decimal (for example, PRINT &64206 prints FACE on screen). Screen paper and ink colours can also be simply altered, using PRINT ATTR x.

Other new functions allow specified byte values in the display or attribute file to be changed (this could be used to instantly change the colour of a displayed picture).

Printing of text is improved with a centring function, and a 'window scroll' routine. There is also a double-height print command, for displaying tall characters (not available on V1.1).

On the graphic front, mirroring of the screen is built in (although it mirrors each character wide column, rather than the full screen), and a powerful fill routine is available. New character fonts can be easily defined, since the full character set is held in RAM along with *IMBOS* – in fact a clear font is supplied on the tape, ready for loading into *IMBOS*.

Version 2 also offers a 'power plot', which allows drawing on the full screen – including the edit window, and a DRAW command which takes the start &

### 'Mirroring of the screen is built-in'

end coordinate as argument, and also works over the full screen (but the origin is at top-left, which is confusing, and gives upside-down graph plots). Also on offer are scroll commands, for the display file or the attributes, in all four directions.

Sound is well catered for, offering White Noise, Zap and Siren sounds. Version 2 has more Zaps, and a pleasant tone, for music sequences.

Other *IMBOS* features include a RAM screen store routine (though it is not a compacting one, so only three screens could be held in a 48K memory at once), and a pseudo-16-bit poke function, ★DOKE. Headerless save/load routines are present, as well as various monitor commands, including some to give details of memory usage (program size, free space etc). Version 2 also offers a program editing command (so all LPRINT commands could be automatically changed to PRINT ones), and an additional Organ Maker program, for creating tune sequences to be added to your own programs (which I found difficult to use).

In conclusion, *IMBOS* is a

powerful addition to any Spectrum and Interface One set-up, enabling BASIC to do many things that normally require machine code. However, since *IMBOS* is copyrighted, you could not write a program with it

### 'The origin is at top-left . . . and gives upside-down graph plots'

and sell it, or even give a copy to your friends (unless they also own *IMBOS*).

Despite this, and a couple of minor bugs/annoyances (commands are not recognised if keyed in lower case, for example), the program is worth buying for the sheer expansion of microdrive syntax. *IMBOS* Version 2 is available from **Kobra-soft, Pleasant View, Hulme Lane, Hulme Near Longton, STOKE-ON-TRENT, Staffs ST3 5HB** for £12.95. Owners of *IMBOS* V1.1 wishing to upgrade can do so, for £5.95. Version 1.1 is still available at £8.95 from **Companion Software** (address elsewhere). Microdriveless Spectrum owners read . . .

**F**OR THOSE of you muttering something about not owning an Interface One, **Jonathon Edgar** at **Companion Software** has come to the rescue with a package called *ExBasic*. This will run,

### 'A music maker program is also included'

it is claimed, on any Spectrum (though only in 48K BASIC mode on my +3). It gives the similar, but improved, facilities to your Spectrum that *IMBOS* offers Interface One owners.

*ExBasic* does not, obviously, offer any improved microdrive syntax, but everything else available in *IMBOS* is also into *ExBasic*, often in a better way than in its parent package. In addition, there are even more new commands available.

All *ExBasic* commands begin with an asterisk followed by the command name keyed in full – an improvement over *IMBOS*. Commands can also be entered in both cases.

There are a number of 'inter-

rupt-related' commands in *ExBasic*, including ★CLOCK, which displays the current time in the top-righthand corner of the screen. It is set using ★TIME, but is only accurate when interrupts are running (therefore, time is lost when beeps or cassette commands are used).

There is also a ★TRON command (good film!, but also stands for TRace ON) which displays the current BASIC program line being executed while a program is running (useful for debugging). Also built-in are various commands which allow the keyboard to be redefined (though I can't think of a reason for doing this) (function keys, perhaps? – see, I'm not just a pretty face – Ed).

### 'There are even more commands available'

*ExBasic* has all the *IMBOS* hex/decimal commands, and the double poke facility. There is also a string poke command,

★WOKE addr, "string". The memory details commands are included, along with ★RENUMBER and ★REMKILL functions.

The print functions of *IMBOS* are supplemented with a 'curtain' effect command, which redraws a RAM-stored screen image slowly, like drawing a blind across the old screen image.

Sound is basically as for *IMBOS*, with the addition of a 'boot' sound (?). There's also a music maker program which is easier to use than the one bundled with *IMBOS*.

*ExBasic* has the headerless save/load routines, along with an Alkatraz screen loader routine (courtesy of ODPs, though there is no credit to them in the package) – this is the professional system that draws the screen character by character, anywhere you like. Very effective, but slow (18 bytes per character on the screen).

*ExBasic* is available at £11.99, from **Companion Software, 193 Brampton Rd, CARLISLE, Cumbria CA3 9AX**.

## TECH TAPE THE RESPONSE

**A**MR SIMON N Goodwin (!) has written in to correct me on October's article. (Nice to know we have a quality readership.) The ZIP BREAK function in the ZIP 2 compiler (on the CRASH Tech Tape) CAN be used for machine code other than that produced by its compiled BASIC.

To do this, first compile a non-program (eg 10 REM). Save the resulting code, then run it.

This will install the ZIP BREAK routine, allowing any other machine code to be stopped at any time.

The routine can only work if the Spectrum interrupts are not altered by the new program, and if the ZIP code is not overwritten (from 53247 to 55200, approximately). My thanks to Simon for that information – Tech Niche has not yet heard the last of him . . .





## MAGAZINES ON TAPE

**F**OLLOWING CLOSE on the heels of *The Spectrum Programmer*, I have received another tape-based magazine, *Network* - this time aimed at users of the MGT DISCiPLE/Plus D interfaces (and therefore a rival to the 'official' *FORMAT* magazine). At the moment I don't actually have one of these interfaces, but this didn't matter too much since a lot of the magazine's content is of relevance to all serious Spectrum users.

Issue 1 of *Network* has a BASIC-to-disk routine, which runs in screen memory so it should be able to transfer almost any BASIC program. There is, however, no description of its use. There is also a disk cataloging program, and an in-depth article on Plus D hook codes. The descriptions are more like those in a book appendix, however, and need more background information in order to be

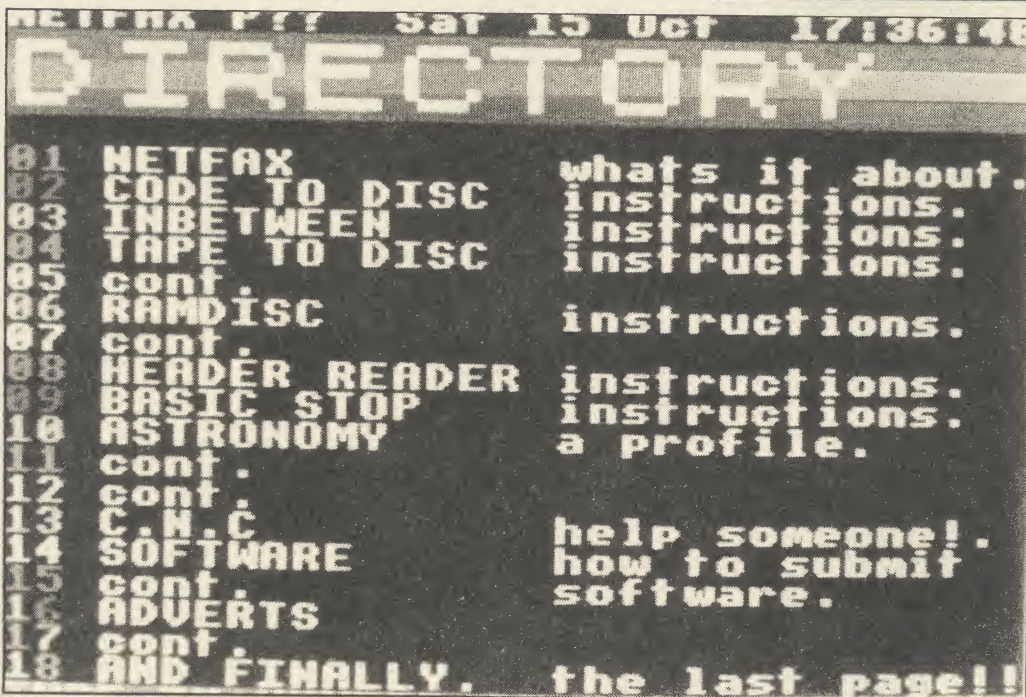
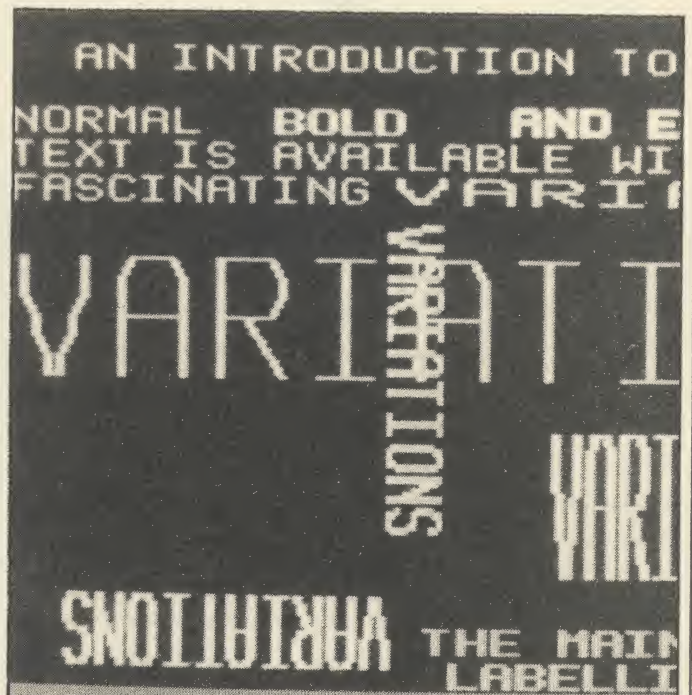
useful to all Plus D users.

On the general programming front, there is a shape-fill routine, a 'flexitext' program (which writes text in any size and direction, but is written in SLOW BASIC) and an attractive circle pattern program.

Finally, and most impressively, is an animator program that smoothly translates the letters 'BBC' into a picture of a TV showing '2'. Someone obviously put a lot of work into this demonstration.

Issue 2 of *Network* introduces NETFAX, a Prestel-like way of presenting the textual part of the magazine. For those confused, press P to get the initial index up!

The tape-to-disk routines continue in this issue, along with a tape header reader (not another one!) and an excellent RAM disk program. This allows a single memory image file on the disk to hold up to 80 files



once loaded into the Spectrum. However, the program is so well written that it will run on any Spectrum (even my +3, in 48K Basic mode). The RAM disk is created in the main 48K of memory, so it slightly limits BASIC program size that can be written to use it.

*Network* is very well presented and contains excellent material. At just £1 per issue (or £10 for a year's subscription), it seems good value even if you do not own one of MGT's interfaces. To order, contact **Barry Turner, 47 Jubilee Crescent, GRAVESEND, Kent DA12 4JG.**

I have also received a copy of *+D Hacker*, supplied through INDUG (the 'official' Plus D/DISCiPLE user group, and writers of the *FORMAT* magazine mentioned above). I will look into this further once I have access to a Plus D interface, and hope to compare it with MGT's own equivalent program, *Pick-Poke-It*.

## WHERE ARE THEY NOW?

**A**RIVAL DISK interface to the MGT Plus D product is that produced by Sixword. This has the capability of running almost any program written for the Sinclair microdrives (a microdrive emulation tape is available as an option). However, some people (including myself) have had a lot of trouble contacting them.

So here is the definitive

address (that's as of 14/10/88) ...

SIXWORD  
24 Chatsworth Close  
Catisfield  
FAREHAM  
Hampshire PO15 5LS

Good luck in contacting them ...

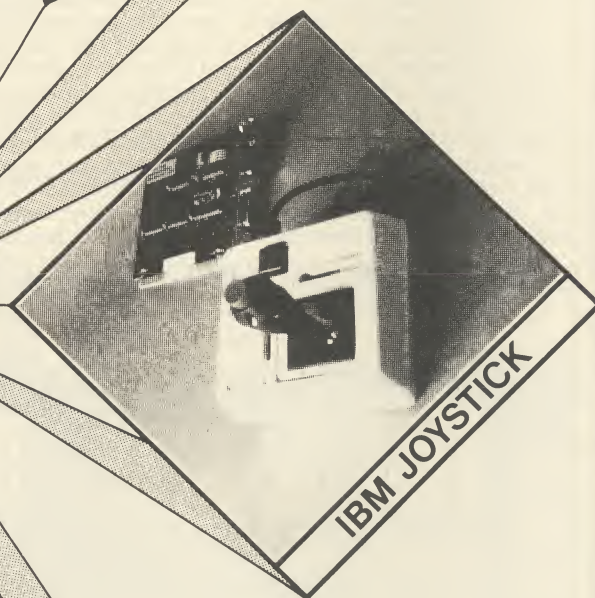
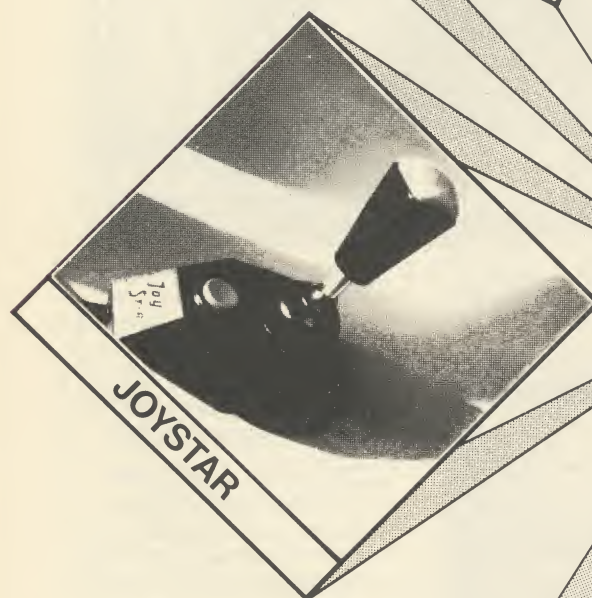
Kobrahsoft are continuing to support Spectrum +3 owners. Following on from their DICE system, they have written a disk backup program, *DB1*. This allows non-standard disks (for example, commercial programs) to be backed up so that if the disk is damaged, your money had not been wasted.

I will look at this program in detail next month, after Kobrahsoft have a chance to get it to backup my copy of *Where Time Stood Still* (which failed in their review version of the program) - new protection methods are constantly appearing, and this type of program needs continual updating to remain useful. The price of *DB1* will be £12.95. While waiting for my incisive review, queries may be dashed of to the address below, but remember no personal replies!

Helps and hints (but not too many hassles, please) should be despatched post haste to Ian Cull, Tech Niche, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.



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COMPETITION



## WANDERER

is not just for wanderers (or even wonderers).

I never have been very good at playing cards, Snap is about all I can ever understand, but I did try playing poker once, when I was on holiday in America (the one I won in the competition). I was in Las Vegas, and decided to try my hand at a game of cards. Ah, well, a few more years in the CRASH broom cupboard and I might make all the money back . . .

Thankfully, Elite's new game *Wanderer* only involves pretend money. It's due for release any day now and is in glorious 3-D (yes, you have to wear funny specs again). The gambling comes in after you've blasted your way through a few aliens and can land on a planet. While you're ship's being refuelled, you can get out the pathetic hand of poker you've been dealt and swap cards with the aliens. After going round several planets, hopefully, you'll have a good enough hand to go to the middle planet and actually play a game of poker. Apparently there is one planet populated by cats, so I've been trying to teach the office cat to play poker – he's got to be better than me! – but so far all he does is chew the cards up.

Anyway back to the comp . . . Those pleasant people at Elite rang me the other day and asked for a *Wanderer* competition. I said that I

would be happy to oblige, so here it is. **First prize is a handheld Casio colour TV and a Panasonic personal stereo cassette player.** (Hmmm, those would be great for my broom cupboard because there's no electricity plugs in there. All I have for illumination now is a candle, or sometimes a torch if I can borrow Lloyd's.) Also going to the lucky winner is an **Elite T-shirt** and an **Elite Goodie Bag**. As for the next 25 names out of the bag, they'll all receive a copy of *Wanderer*.

Now, how to win. All you imaginative people out there with a spare hour or so in your Christmas Hols, I'd like you to imagine that you are the hero of *Wanderer*, zooming around the various planets playing poker with the inhabitants. Got the scene in your mind now? Good, now in **no more than 200 words** write a short story of your journeys. You can make it as humorous or serious as you like, but no more than 200 words, please. When you've finished, pop your entry into an envelope, seal it and send it to **THEY CALL ME THE WANDERER, CRASH, PO Box 10, LUDLOW, Shropshire, SY8 1DB**. By January 1 please as the CRASH Judges' word on this, as on everything else, is final. Any hassle and they may be 'wandering' around to your house . . .





Even stuck on our large island on the edge of the Atlantic, it is impossible to ignore the European influence in our lives. And computer games, like music, are something of an international language, particularly those of the shoot-'em-up variety. While Alan Sugar informs us, in a dull monotone, that EEC trade barriers are set to fall in 1992 most European software houses are already champing at the bit to participate in the lucrative UK market.

# UROVISION

## THE FRENCH CONNECTION

While several French software producers have been around for several years, and happily exported their games into other continental countries, only one or two have proved successful in the UK.

### INFOGRAMES

The two founders of Infogrames – former chemical engineers Bruno Bonnell and Christophe Sapet – claim that the company was established at the bottom of a garden in Lyon. They both shared a passion for computers and borrowed some money from family and friends alike to start their own software firm.

In four short years, Infogrames has continued to grow and now, although still based in Lyon, the company has offices in London and Holland and employs over 150 people in all. In France, the company has also been involved with the Minitel system (a sort of French version of Prestel's teleshopping/booking facilities, as discussed in

Issue 58's Comms – around 90% of French householders have a terminal!).

Infogrames has had success on all the major formats throughout Europe, including the UK where it first entered the scene in the summer of 1986, with the role-playing adventure *Mandrill* (79%, Issue 32). This minor success was soon followed by the positively French-flavoured murder mystery adventure *L'Affaire Vera Cruz* (85%, Issue 34).

Two more excellent Spectrum adventures were released in 1987. As in *L'Affaire Vera Cruz*, *The Sidney Affair* (86%, Issue 40) put the player in the role of a diligent detective, trying to solve a murder. *Inheritance* (86%, Issue 41) was a three-part adventure about an eccentric aunt's strange will, requiring

you to win a million dollars in a Las Vegas casino to claim your inheritance.

A change from this spate of adventures was *Prohibition* (59%, Issue 43) where gun-toting gangsters suddenly emerge from behind the scrolling scenery to fire at you. Despite some beautifully-drawn characters the game was not thought to be up to Infogrames' high standards. But some five months later, *Sidewalk* (87%, Issue 48) appeared with more game content to go with the detailed graphics.

Since then, Infogrames have rather neglected the Spectrum, but with the massive success of *Captain Blood* (released on one of Infogrames' other labels, ERE International) in its Atari ST form, a Spectrum version of this classic space adventure is due before Christmas.

Also coming to the Spectrum in the near future on Infogrames' Cobrasoft label is *Action Service*, which takes place in an army-training camp where

assault courses featuring barbed wire, rope swings and vicious Alsations. Should all this be too easy for you (or too hard) alternative courses can be designed with the included construction kit.

And finally if you ever wanted to jump off buildings (don't do it!) or roll your car over umpteen times (certain people at Newsfield have already attained this feat) (although no-one on CRASH yet, touch wood! – Ed), *Stuntman* is promised to deliver all the thrills and spills of the real thing.

It looks like Infogrames are back with a bang on the Spectrum scene.

### LORICIELS

Way back in 1983, two young Frenchmen, Laurant Weill and Marc Bayle founded the software company Loricels. It was an instant success story; after only six months they'd set up their own marketing and publicity department – helping the new software house to sell over 200,000 units (cassettes and disks) in its first year of existence.

Yet rather than concentrate purely on the games side of the business, Loricels also became involved in producing languages and utilities. Marc and Laurant's ambitious aim was to innovate in every type of software.

Soon after its founding, the rapidly expanding Loricels formed its own distribution division, called Loricif, and to allow retailers to order software 24 hours a day, a Minitel (see Infogrames) ordering service was initiated.

To further expand the horizons of this extraordinary company Marc and Laurant also developed two further divisions: Priam, specialising in both educational and business software, and Microids, which as well as producing simulation software, develops micro and domestic robots.

By 1987 Loricels was a runaway success in Europe, but had yet to make a significant impact on the UK market. Made cautious by the failure of other European software houses here Laurant Weill decided the only way to succeed was to create an autonomous UK company, Loricels Ltd, whose formation was announced at last year's PCW show. The British company

